



### **Competitive Programming Club**

**Student Club by** 

Department of Information and Communication Technology Faculty of Technology Marwadi University

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## **Club Objective**



- The competitive programming club has been established to create the awareness about the importance of programming and to explore the areas where programming is used.
- Students will be trained in different aspects like learning to develop logic, building optimized algorithms, prepare for placements, exploring the concepts taught in class even further.
- Student does not need to be an expert in any field, they can start from wherever they are and keep improving. .

#### **Club Outcomes**



- 1. To provide platform to the students and community to learn, shape, and network, bringing them together with industry experts and allowing them to engage in healthy competition.
- 2. Swift exchange of ideas, information, and knowledge pertaining to Programming among club members that equips the students for the professional skills and tools.
- 3. Ensure that every student is continuously learning and growing in the domain of programming and is able to apply the skills on online coding contests.
- 4. To provide hands-on experience through, discussion, events, and guest speakers in the area of programming.
- 5. To help students to grasp the different concepts of programming and is able to use it wherever necessary without any difficulty.

## Club Activities (1/2)



- Fundamentals of programming
- Fundamentals of Objected Oriented Programming
- Pattern Programming
- How to deal with different types of errors
- Introduction to Git and Github
- Fastest finger first type quiz
- Code Tracing
- Different types of coding and algorithm paradigms
- Coding using MVC Architecture
- Role-playing data structure operations activity
- How to build Chrome Extensions
- Solving data structure problems

## Club Activities (2/2)



- Relay Coding activity
- Google Kickstart and other national/international level code participation and building logic
- How to create backend restful APIs.

And many more...

**NOTE:** Atleast 10 activities will be carried out based on the targeted students and their current level of learning of curriculum.

#### **Benefits to the Members**



- 1. Workshops and Hands-On training Sessions
- 2. Mentoring
- 3. Hackathon/Competition Supports
- 4. Interactions with the experts
- 5. Industry Visits
- 6. Placement Support to the Members

And many more...

#### **Skills to Master**



- Fundamentals of programming
- Logic Designing
- Object-Oriented Programming
- Data Structures
- Algorithms
- Relay Coding
- Code Debugging
- Different types of programming paradigms
- Adapt to different languages easily
- Reading documentation

And Many More.....

## Club Activity Rules (1/2)



- 1. There should be plan-out of atleast 12 hands-on training sessions with 4+ expert talks and hackathon event within the club as well as through-out the university, in a year.
- 2. The club should conduct the assessments, training activities in-consultation with the industries.
- 3. The club should engage and coordinate with the industries to design the training sessions, assessments, design problem statements based on the industrial requirements, etc. to give the students an exposure to the industrial requirements and make them placement-ready.
- 4. There should be planned expert-talks from alumni, industries or leading academicians that can motivate the students.
- 5. Regular engagement of the students should be done by the core committee of the club.
- 6. The role of the pseudo committee will be to support the core committee in the engagement process of the events planned for the students.
- 7. The annual membership fee of the student in a club is **Rs. 100**, which needs to be utilized for the club activities only, and the proof needs to be transparent among the participants.
- 8. The positions will be on the rolling basis, which will be done every six months depending on the sincerity, dedication and work ethics of the candidate.

# Club Activity Rules (2/2)



- 9. The club should extend their hands in guiding the students and motivate them in taking parts in different competitions and fellowship exams.
- 10. The Running Trophy will be given to the "best performer" from each club, every month.
- 11. Issuing the Digital Badge, Certificate and physical Sticker of the best performer will be given to the student.
- 12. Winner from the major competition may be awarded with the trophies.
- 13. Digital Certificate of the participation in Data Science Club, will be issued to each of the members based on their regularity in the activities.
- 14. The final decision lies in the hands of Faculty Coordinator, Overall Club coordinator and Head of Department.



# THANK YOU