

TRIHACKLON

A THREE PART CODING MARATHON

BROCHURE

**PRIZE POOL OF
₹5000+**

2nd March, 2024
9.00 AM - 4.00 PM



ORGANIZERS:-

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Happening at **NCL 47 & 49**
Come with a **Team of 2**

CHECKPOINT ONE

BUGBLIT 2022

RULES:-

- PARTICIPANTS WILL BE PROVIDED WITH 15 CODE SNIPPETS CONTAINING VARIOUS BUGS.
- ALL BUGS SHOULD BE IDENTIFIED AND CORRECTED WITHOUT EXECUTING THE CODE.
- POINTS WILL BE GIVEN BASED ON THE NUMBER OF BUGS FOUND AND TIME TAKEN IN CASE OF A TIE.
- INCORRECT BUGS MARKED WILL LEAD TO NEGATIVE MARKING.
- TOP TEAMS WILL MOVE ON TO THE NEXT ROUND.

CHECKPOINT TWO

RULES:

- TEAMS WILL BE SPLIT UP FOR THIS ROUND.
- EACH MEMBER WILL PARTICIPATE IN EITHER ONE OF THE EVENTS AND COLLECT POINTS FOR YOUR ENTIRE TEAM.
- FINAL POINTS WILL BE THE ADDITION OF THE POINTS COLLECTED BY BOTH MEMBERS.
- ONLY C, C++, JAVA AND PYTHON PROGRAMMING LANGUAGES WILL BE ALLOWED FOR BOTH EVENTS.

ALGOARENA

- Participants will be provided with 5 DSA questions (1 easy, 2 medium and 2 hard)
- Points given will vary based on the difficulty of the questions.
- In case of a tie, efficiency of the code will be taken into consideration.

BLACKOUT

- Participants will have to code 7 functions without looking at the code.
- Functions will have various points based on the difficulty level.
- Points will be assigned based on the number of functions that execute and number of errors in the code

TOP 5 TEAMS WHO HAVE COLLECTED THE MOST POINTS FROM BOTH THE EVENTS COMBINED WILL MOVE ONTO THE FINAL ROUND.

CHECKPOINT THREE

SLEUTHQUEST

AN ON CAMPUS TREASURE HUNT

- EACH TEAM WILL BE GIVEN A STARTING CLUE AT THE START POINT.
- FIND YOUR WAY THROUGH THE VARIOUS CLUES HIDDEN THROUGHOUT THE CAMPUS
- TOP 2 TEAMS WHO REACH TO THE FINAL POINT WITH ALL OF THEIR CLUES WILL BE DECLARED WINNERS.