

# AGURCHAND MANMULL JAIN COLLEGE

A Unit of Sri. S. S. Jain Educational Society, Meenambakkam, Chennai – 600 061.

DEPARTMENT OF COMPUTER SCIENCE & ARTIFICIAL INTELLIGENCE,  
DEPARTMENT OF COMPUTER APPLICATIONS & SOFTWARE APPLICATIONS

PROUDLY INVITES YOU FOR

## HACKATHON '25

AN INTERCOLLEGiate FEST

DATE: 13.03.2025

FREE REGISTRATION



SCAN FOR REGISTRATION



SCAN FOR RULE BOOK

OFF STAGE EVENTS  
HACK THE LADDER  
CHAIN FLOW  
NETWORKING  
CODECRAZE

ON STAGE EVENTS  
TECH BLAST  
TECH'O'TECH  
PICK THE BID  
TECH DEBATE

### STAFF COORDINATORS

MR. K.DEEPAN CHAKKARAVARTHY  
DR. A.VIDHAYALAKSHMI  
DR. M.NANDHINI SHARPATHY  
DR. K.SUTHA

### STUDENT COORDINATORS

KANDHAVEL S  
SUDALAI M  
SATHISH KUMAR R  
KUMARESH A

CONTACT:KANDHAVEL S (76048 61873), SUDALAI M (9342332584)

# **GENERAL RULES**

**All are welcome.**

**A valid student ID or proof of enrollment is required for all participants.**

**Participants must conduct themselves with dignity and professionalism.**

**The registration deadline is March 11, 2025, at 12:00 PM.**

**On Spot Registration also available.**

**Non veg foods are strictly not allowed.**

**Participants must arrive on time at their assigned locations.**

**All participants must be present at the college location precisely at 8:30 AM.**

**Cheating or using unauthorized assistance will lead to disqualification.**

**The judge's decision is final and cannot be contested.**

# **NETWORKING**

## **EVENT DESCRIPTION:**

**The participant needs to troubleshoot network problems using Command Prompt (CMD) and internet resources to resolve network issues for a specific application. Successfully solving these internet problems is necessary to proceed further**

## **RULES AND REGULATIONS**

**TIME: 10:00 AM TO 11:00 AM**

**Eligibility:**

- 1. Open to all participants aged 16 and above.**
- 2. Participants can be students, professionals, or hobbyists.**

**Team Size:** 1. Teams can consist of 1 to 3 members.  
2. Minimum 2 members are allowed for a team.

**Submission:**

- 1. Solutions must be submitted before the deadline for each level.**
- 2. Late submissions will not be accepted.**

**Judging:**

- 1. Judges' decisions are final and binding.**

**Level Progression:**

- 1. Teams must solve each level to unlock the next.**
- 2. Skipping levels is not allowed.**

# **NETWORKING**

## **Time Limits:**

- 1. Each level has a strict time limit (e.g., 15 minutes).**
- 2. The team will move onto the next level based on the minimum amount of time the team has taken.**

## **Hints:**

- 1. Limited hints are available for each level.**
- 2. Using hints will deduct points from the team's score**

## **Points:**

**Points are awarded based on:**

- Completing a level.**
- Efficiency of the solution.**
- Creativity and innovation**

## **Tools and Resources:**

- 1. Participants can use any resource to solve the problem.**
- 2. Online resources (e.g., documentation, tutorials) are allowed**

## **Submission Guidelines:**

### **Code Submission:**

**Submit command via the hackathon's system** **Include a README file with:**

- Team name and members.**
- Brief description of the solution.**
- Instructions to run the code**

**CONTACT: MADHANAGOPAL (75503 62514)**