

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

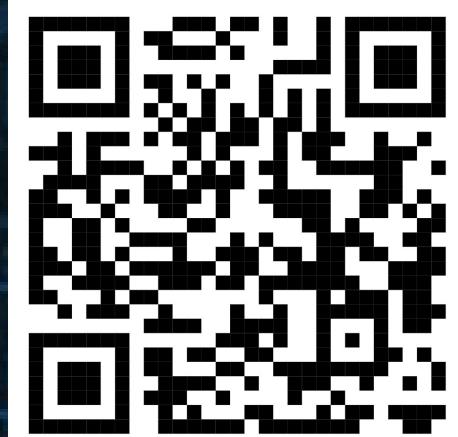
PROUDLY INVITES YOU FOR

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
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DR. M.NANDHINI SHARPATHY
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STUDENT COORDINATORS

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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.**

**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.**

HACK THE LADDER

EVENT DESCRIPTION:

The hackathon is designed as a level-based coding challenge where participants "climb" a ladder of increasingly difficult problems. Each level focuses on a different programming concept.

RULES AND REGULATIONS

Eligibility:

Open to all participants aged 16 and above.

Participants can be students or hobbyists.

Team registration:

Teams must register in advance.

Only one team can participate from a college.

Team Size:

Teams can consist of 1 to 3 members.

Minimum: 2 members are allowed for a team.

Original Work:

All code, designs, and solutions must be created during the hackathon.

Registration:

Pre-written code or templates are not allowed.

HACK THE LADDER

Submission:

Solutions must be submitted before the deadline for each level.

Late submissions will not be accepted.

Judging:

The judges' decisions are final and binding.

Hints:

Limited hints are available for each level, but using them will result in a point deduction.

Level Progression:

Teams must complete each level to unlock the next; skipping levels is not allowed.

Time Limits:

Each level has a strict time limit (e.g., 15 minutes).

Teams must manage their time effectively.

Progression to the next level is based on the shortest time taken.

Tools and Resources:

Any programming language or framework can be used.

Online resources (e.g., documentation, tutorials) are allowed.

Pre-built libraries and APIs are permitted but must be credited in the submission.

Code Submission:

Code must be submitted through the hackathon's designated platform (e.g., GitHub).