

Rules

1. The event is of **3 hours** long, but is technically as long as you stay.
2. Teams of maximum of 3 members. All members **HAVE** to be present before the event starts. Members are allowed to leave in between, but are not allowed to come back. Except for bathroom breaks, of course.
3. You may use any language of your choice. You may also use different languages for different questions. But you should know that questions were made with Python in mind.
4. You may use any resources available to you within the hackathon environment. You may also colab with other groups, but remember that it is a competition. You may also join teams, insofar that **rule 2** is not broken. Please notify volunteers. You may **not** consult anyone outside the Hackathon arena.
5. You may **NOT** use any packages not listed below. In case you feel that another library is absolutely necessary, bring it to our attention. Decision will be final and binding. Basically, only math related packages, plotting packages, String related packages and of-course standard libraries are allowed. The point of the Hackathon is to evaluate on the basis of logic, not on how well you can look it up on the internet.
 - Python - Numpy, Matplotlib
 - Julia - Plots (any preferred backend, but GR is best)
 - C++ - gnuplot-iostream.h, time.h, fstream
 - Java - jfreechart or equivalent, File
6. You may use any IDE/environment of your choice. Personal preference of the organizers are Jupyter for Python and Julia, and Atom for C++ and Java. Interactive environments are also preferred, but not mandatory.
7. You are free to ask the organisers any questions you want. Even questions like *how to read from a file in Python?* are welcome. You may not get all the answers you want though. :smile: Again, the point is to solve the problem.

Submission

1. You will show your code to a volunteer who will check the output. You may show the result at any time during the event, and can also make changes if the volunteer rejects your output.
2. Volunteers also will discuss the side questions with you. You will, however, **not** be marked on this.
3. You will be expected to answer questions about your code.
4. You will also zip all your files and send it to dhruvasambrani19@gmail.com at the end of the event. Name your file as DWH-TEAMNAME.

5. You give complete authority to anyone to use the code you write during the hackathon later in the future, without any restrictions. All code will be hosted on a website so that you can also see other's code.

Grading

1. You will be graded on the basis of accuracy of your answer and on the crucial steps in some of the problems. Partial grades will be awarded for solving the sub-tasks.

And Lastly...

Hang around and have fun!