

Schedule of CIPHER CRAFT

1. Description

CIPHER CRAFT - The Ultimate Coding Competition. Get ready to ignite your coding prowess! 🚀. Introducing CIPHER CRAFT, the most exhilarating coding competition of the year, brought to you by Software Square under the prestigious umbrella of the Department of Computer Science at UET Lahore. CIPHER CRAFT is more than just a coding competition; it's a celebration of innovation, problem-solving, and collaboration. Students from all over the universities will come together to push their coding skills to the limits, tackle real-world problems, and unlock the secrets of the digital universe.

CIPHER CRAFT has **three** important competitions under its umbrella.

1. Problem Solving
2. Bug Bounty
3. Query Master

What a participant can expect from us?

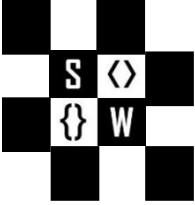
- Mind-bending coding challenges will test your creativity and problem-solving skills.
- Prizes and recognition for those who conquer the CIPHER CRAFT challenges.
- An opportunity to showcase your talent and learn from the best in the field.

Highlights

- Multiple coding rounds designed to challenge participants at all levels.
- A grand finale with an awards ceremony to honor the brightest minds.
- Perks for the participants.

Venue: Department of Computer Science UET Lahore.





Rules:

Code Originality: Participants are required to create their own original solutions to the given problem statements. Plagiarism, which includes copying code from external sources, is strictly prohibited and may lead to your disqualification.

Prohibited Resources: Participants must adhere to the specified list of allowed resources, tools, libraries, and programming languages. Any unauthorized resources or tools may not be used unless explicitly permitted.

Collaboration: In most coding competitions, collaboration between participants (unless specified) is generally not allowed. Each participant or team is expected to work independently on their solutions.

Code Review: Competition organizers may or may not review participants' code for compliance with the rules, originality, and adherence to the problem requirements. Participants must consider the result announced by the organizers as well corrected and well evaluated results.

Code of Conduct: Participants are expected to behave respectfully and professionally throughout the competition. Harassment, discrimination, or any form of misconduct is strictly prohibited and may lead to disqualification.

Disqualification: Violation of any of the competition rules may result in disqualification. The organizers have the right to disqualify participants who fail to comply with the rules, and their decision is usually final.

CIPHER CRAFT:

- **Date:** 7th June 2024
- **Venue:** UET Lahore
- **Reporting Time:** 08:00 AM



You must reach university right at 08:00 AM. Confirm your registrations from Help/Registration Desk. Then simply be seated in your allocated slot.

Languages:

C, C++, C#, Python, Java

IDE:

VS Code (with all Compilers installed)

Location UET:

<https://goo.gl/maps/S7DhRcQgszy6XaGX7>

File Submission Criteria:

Your file name should be like

YourTeamName_Ques#.extension

e.g., UETThunders_Ques01.java

Evaluation Criteria:

- How many of them did you solve correctly?
- How quickly you solve them.

Commands:

To compile C# Program on command lines:

```
csc YourFile.cs
```

```
YourFile.exe
```

To run python on command line:

```
python yourFile.py
```

To run cpp on command lines:

```
g++ YourFile.cpp -o YourFile.exe
```

```
YourFile.exe
```



To run c on command lines:

```
gcc YourFile.c -o YourFile.exe  
YourFile.exe
```

To compile java on command lines:

```
javac YourFile.java  
java YourFile
```



