

## **D3bug (Technical Event)**

OFFLINE / ONSITE EVENT

Do you get fired up when you see a code with error and spend hours to debug that piece of code until you get a feeling of peace when it successfully runs? Well, then this event is just the the you wanna take part in! We have got so many buggy codes (especially from our freshers) , and I bet if you can d3bug them you will be offered a treat! So get ready to run the debugger in your brain and clean our buggy codes.

Guidelines:

It is an onsite written event. The paper will consist of multiple sections related to Syntaxes, Programming Logic and Obfuscated Codes (and possibly a surprise section).

In Syntax section you'd be given a piece of code with an incorrect syntax in a particular language and then you have to correct that syntax error such that the program runs correctly.

In Programming Logic part you have to make the code work and do what it is intended to, making minimum changes in the given code. You may also be asked to give a brief explanation for the changes made.

Obfuscated Codes are making pieces of code difficult to understand. You'd be given such a piece of code and you just have to write what the piece of code is doing.

It is an individual event.

Marking scheme and questions would be announced at the time of competition.

- In case of discrepancy, organisers decision will be binding and final.

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