

PRODYOGIKI '19

Code Relay

The year 2019 is declared as **The Year of Indigenous Languages(IY2019)** by the United Nations. In order to add some action to this, team ISTE comes up with a competition for all the coders, "**THE CODE RELAY**". The programming skills of the participant would be tested in this competition.

Event Description :

Code Relay is a coding competition divided into 3 rounds -

- i. Debugger – The participant will be provided with a sheet of faulty program, which are supposed to be rectified. More are the errors rectified, more are the points scored.
- ii. TranslateMyLanguage – The participant is required to convert the given code written in a native language created by us, into the programming language of her/his own choice. The general set of rules regarding the native language will be provided during the competition. The marking will be based on the number of test cases passed by the code submitted by the participant.
- iii. solveProblem() – A computer science event without any coding question is like bread without jam. So finally, we bring the last task of the relay, a short coding competition. Each participant will be given a set of 2 questions, which they need to solve within the given time limit.

Rules :

General Rules

- i. Participants have to bring their own laptops during the competition.
- ii. The participant is supposed to call out as soon he/she completes a round, to move on to the next.
- iii. Charging points will be provided at the venue for assistance.
- iv. Use of online compilers and internet is not allowed. Participants have to come with offline Compilers pre-installed.
- v. Mobile phones not allowed during the competition.

Scoring

The score to be awarded for each question will be specified on the question paper. The sooner the participant submits the answers of the on going round, the more he/she scores. Every minute prior to the given maximum

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time limit of the round, the participant would be awarded an extra point. (i.e. submitting 4 min early than the max. time will award the participant 4 points)

In case of a tie, the participants will be given a tie breaker problem and the winner will be decided on the basis of time taken to solve the problem and the correct test cases answered.

Winning Criteria :

The participant who scores the most in the given tasks in the fastest possible time, will win.

So, be prepared to Race Against the Clock, 'Cause Time is Money.'