# **Speed Debugging**

# **Overview**

In this thrilling competition, teams will put their debugging skills to the test as they race against the clock to identify and fix bugs in various code snippets. The bugs could be of different types, including logical errors, memory management issues, and runtime errors. Teams will need to showcase their expertise in quickly identifying and rectifying these bugs to ensure the smooth and efficient functioning of the code. It's a challenge that combines problem-solving acumen with the need for swift and accurate debugging. The team that demonstrates the quickest and most effective bug-squashing abilities will emerge as the ultimate speed debugger! Get ready for a high-paced coding adventure.

### Rounds

The competition consists of two rounds.

Round 1: It is a paper based MCQs round. It will be 60 - 90 minutes. Teams with more correct answers will qualify for the next round. Also submission time will also be noted.

Round 2: It is a computer based round where teams will be given codes and problem statements and they have to find the logical bugs in the code to make it correct according to the problem statement.

Winner will be decided based on time and an efficient solution.

# **Team Formation**

Each team can have a maximum of 3 members.

# Rules

- Internet access will **NOT** be allowed throughout the competition venue.
- Teams found using Chat GPT, Google Bard or any other websites will be **disqualified.**
- Mobile usage is strictly **prohibited**
- Collaborating with other groups in any sort of way will lead to **disqualification**
- Submissions will be taken on paper for round 1 and on GCR (Google Classroom) for round 2.
- Edibles are **strictly prohibited** in the competition venue.
- Any team will **disqualify** due to any of the reasons mentioned below
  - o Plagiarism
  - Usage of the internet during the competition.

- o Disturbance or misconduct with any invigilator or fellow competitors.
- Teams are **NOT** expected to bring the laptops with them in the competition. because PCs will be provided in the lab venue, communicated through the mail beforehand.
- Competition will be started on the stated time. All teams are expected to arrive on time or earlier to get a head start on instructions.
- The organizers reserve the right to modify the rules or competition parameters in the event of unforeseen challenges, technical difficulties, or circumstances beyond control. Any changes will be communicated promptly to all participants to ensure fairness and transparency.