

“Bits ‘n’ Bytes”

Compile Clash

Event Type	Group Event
No. of Participants	2
Registration Fee	Rs. 100
Event Location	A18

Rules:

- No external resource: Participants can only rely on their knowledge of C programming and cannot use any external resources such as books, the internet, or notes.
- Limited time: Set a specific time limit for each coding challenge to keep the competition fair and intense.
- Closed Environment: Participants should work in a controlled environment without access to other participants' screens or discussions.
- Random problem selection: Problems should be randomly selected to ensure fairness and prevent participants from preparing for specific challenges.
- Blind evaluation: Judges should evaluate the code without knowing the identity of the participant to ensure impartial judgement.
- Clear problem statements: Provide clear problem statements to ensure all participants understand the requirements equally
- Node bugging tools: Participants Cannot use debugging tools or compilers with advanced features; they must rely on basic debugging techniques.
- Single attempt: Participants have only one attempt to complete each coding challenge, preventing them from making multiple tries to improve their solutions.
- Code review: After the competition, participants can review each other's code and discuss different approaches used to solve the challenges.
- Fair grading criteria: Establish clear criteria for judging the solutions, such as correctness, efficiency, readability, and adherence to best practices.
- Round 1:- MCQ test
- Round 2:- Error find and correction
- Round 3:- Write a code on giving Aim