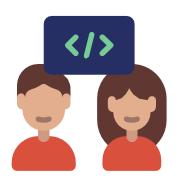**Walchand College Of Engineering, Sangli**
(An Autonomous Institute)
Vishrambag, Sangli- 416415 (M.S), India
Students' Association of Information Technology
Department of Information Technology
wce.sait@walchandsangli.ac.in

SAIT

The RuleBook
TECHFUSION 2.0

CodeDuet

"Two minds, one code"

This event will be conducted in three rounds in strictly offline mode.

Winners will be decided on basis of all three rounds.

Entry fees- Rs. 150 /-

Date- 24 October

Participation- Team of 2 people

Duration- 4.00 hrs

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Round 1: 2:00 -2:45 PM

Aptitude Round

Duration: 45mins

Round 2: 3:00 -4:00 PM

Classical Coding

Duration: 1hr

Round 3: 4.30 -5:30 PM

Reverse Coding

Duration: 1hr

Venue: IT CCF

WCE, Sangli

Aditya Tolgekar   7030702652
Vishwas Nalawade 9309320694

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Round 1

(Aptitude Round)

- Code Duet Round 1 is a mandatory round for all teams.
- The round will be held on HackerEarth and will be consisting of General Aptitude MCQ questions.
- The difficulty level of the questions will vary from easy to hard.
- Each team can use their own laptop or we will provide with one PC to ensure a level playing field.
- Any team caught engaging in malpractice will be disqualified immediately.

Round 2

(Classical Coding Round)

- Round 2 is a classical coding round will takes place on the HackerRank platform.
- This round will be consisting of the coding questions whose difficulty level varies from easy to hard.
- All programming languages are supported, giving teams the flexibility to use their preferred languages.
- Each team can use their own laptop or we will provide with one PC to ensure a levelplaying field.
- We take the issue of malpractice very seriously, and any team caught engaging in such activities will be disqualified immediately.

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Round 3
(Reverse Coding Round)

- Round 3 is the final round of the competition and will be conducted on hackerrank.
- The duration of this round is 1hr.
- This round will be consisting of simple input and output a participants have to write the logic/code that satisfies given input/output relation.
- Each team can use their own laptop or we will provide with one PC to ensure a levelplaying field.
- We take the issue of malpractice very seriously, and any team caught engaging in such activities will be disqualified immediately.

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CodeCrush

"Code until you crack it"

This event will be 2 hour long online coding contest.

Entry fees- Rs. 70 /-

Participation- Single Participation

Date- 27 October

Duration- 2.00 hrs

Round: 9:00 -11:00 PM

Coding Round

Duration: 2hr

Platform: HackerRank

Aditya Tolgekar 7030702652
Khushi Nikam 9309912418

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Rules for CodeCrush:

(Coding Round)

- CodeCrush is a programming competition that offers two distinct tracks: Novice and Expert.
- The Novice track is exclusively reserved for first-year degree, first-year diploma, second-year diploma students, while the Expert track is open to students in their second, third, and final years degree and third-year diploma.
- This event is entirely online, taking place on the renowned HackerRank platform, a leading resource for coding assessments and skill evaluations.
- Participants will have two hours to complete the contest, which will challenge their programming abilities and technical knowledge.
- The top four performers will receive prizes, with a special recognition awarded to the top female participant.
- Participation in the WCE Campus is not mandatory, as this event is fully remote and accessible from any location.

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CloudVerse

"Let's make your cloud journey AWSome"

An intensive 1-day workshop on cloud computing and AWS hands-on included.

Entry fees- Rs. 150 /-

Date- 29th Oct 2023

Participation- Single Participation

Duration- 6 hrs

Round 1 : 9:30 - 12:30 PM

Conceptual learning

Duration: 3hrs

Round 2: 1:30 - 5:00 PM

Demo & Hands on

Duration: 3:30 hrs

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Venue: Main CCF, IT Department, WCE Sangli

Kalash Patil   8262001605
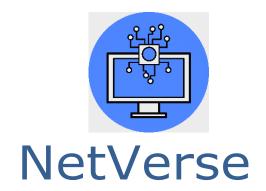**Kedarnath Chavan   8600649727**

CloudVerse

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Contents:
- Basics of Cloud Computing & why it is needed
- Architecture of Cloud
- Cloud service providers & introduction to Amazon Web Services (AWS)
- Service and deployment models
- Hypervisor & Virtualization
- IAM Roles and Management
- AWS Services such as S3, EC2, VPC, Lambda
- Demo and Hands-on, along with quiz at the end.

NetVerse

"Netverse: Where Networks Inspire Boundless Creativity."

A Comprehensive Computer Network Workshop with Practical Hands-On Sessions.

Entry fees- Rs. 150 /-

Participation-Single Participation

Date- 28 October 2023

Duration- 4.00 hrs

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NetVerse

Contents:

- Introduction to Computer Networks

- OSI and TCP/IP Model

- IP address and Subnetting

- Routing Protocols

- Applications of Computer Networks

- Hand-On

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Bid 2 Build

"Bid with confidence and win big: Auction excitement awaits!"

This event will be conducted in three rounds and each round will be shortlisting round.

Entry Fees- Rs. 200/-

Participation- Team of 2 to 4 people

Date: 24th Oct 2023

Duration:6hr

Venue: Tilak Hall WCE,Sangli

Parth Kulkarni   7588284384
Aaditya Khot   8411026001

ROUND 1:
Cricket Quiz
Duration: 1 hr

ROUND 2:
Retention Team
Duration: 90 min

ROUND 3:
Dream Team
Duration:3hr

Round 1
(CricketQuiz)

- Each team will have min. 2 and max. 4 players This round will test your general knowledge of Cricket.
- Some scenarios will be given and participants have to predict the correct answer.
- Each question carries 4 marks for correct answer and -2 for wrong answer.
- Some questions will have multiple correct answers (marks will be given as per the correct options marked).
- In case of tie-breaker the team with least wrong answers marked will be considered.
- Teams will be shortlisted for round 2.

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Round 2
(Retention Team)

- A ground will be given to all teams.
- Details of that particular ground will be provided and use of mobile is prohibited for this round.
- A fixed credit will be given to each team. A list of players with certain credit will be provided.
- Each group has to make a team of 5 players within that given credit. They have to make a team in such a way that the team consists of 2 batsmen,2 bowlers and 1 allrounder.
- A team can have a maximum 1 foreign player. At the end of this round their team will be judged by our cricket experts.
- Winners will be shortlisted for the 3rd round.

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- Each team will be assigned with a certain amount of money which they can use to bid for a player.
- A team must have strictly 11 players in their squad. 4 players will be provided to each team prior to the start of the auction. Base price of the players will be reduced from amount assigned to team.
- Players will be categorized into different groups based on their playing style and experience.
- Once a team has exhausted its amount or has a maximum number of players in their squad, they can no longer bid for a player.
- If there is a tie between the teams, then the team which has more fund remaining will be declared as the winner.
- Best team which can make the better squad declared as winner.
  In case of any conflicts, the final decision will be taken by the judges

Rules for Bidding during Auction

- All teams can bid for single player at a time.
- Any team who has bid on a player cannot withdraw their bid. Teams have to form a squad of strictly 11 players
- Total pool of money allocated to each team will be disclosed on the event day.
- Each team will be given a bidder's card. They have to lift the card properly for placing a bid.
- Once a player has been sold to a team, he cannot be exchanged between any two teams. or each bid, the amount to be increased will be constant and will be conveyed at the time of event.
- The auctioneer will only wait for 15 seconds if no team places a bid on any player.

Rules for Bidding during Auction

- After completion of auction, each squad of every team must have a maximum of 6 overseas players (including retained players)
- Such squad must be balanced from batting, bowling and other perspectives. While submitting the playing 11, each team must ensure that there is 1 wicketkeeper, 1 Captain and 1 Vice-Captain
- For performance evaluation, each team has to submit their playing 11
- After completion of the player pool, if player slot of any squad is unfilled, an accelerated round will be conducted by using the unsold players.
- After the end of the accelerated round, every team has to submit their playing 11 and then the performance evaluation will be done by judges