SRINIVAS UNIVERSITY

A NAAC — ACCREDITED WITH GRADE

MoE's Innovation Cell (Government of India)

INSTITUTION'S INNOVATION COUNCIL
(Ministry of Education Initiative)
Srinivas University - IIC - C202115982

INSTITUTE OF ENGINEERING & TECHNOLOGY

ACE

ASSOCIATION OF COMPUTER ENGINEERS

#INCLUDE EVENTS

LIST OF EVENTS

#INCLUDE <CODE>

Description

The #include Code is designed for students who want to test and enhance their programming and problem-solving skills. Hosted on HackerRank, the contest features 5 carefully curated questions that range from basic to intermediate difficulty levels. This event will not only help participants strengthen their logical thinking and coding efficiency but also provide an excellent platform to prepare for technical placements.

Rules

1. The contest will be held on HackerRank, and all participants must have a valid HackerRank account.
2. Participants must solve problems within the given time limit.
3. Problems will vary in difficulty – from easy to intermediate to hard.
4. Plagiarism is strictly prohibited. Submissions found copied will be disqualified.
5. The leaderboard will be based on accuracy, efficiency, and time taken.
6. Decisions taken by the organizers will be final.

#INCLUDE ‹CODE›

Prerequisites

- Basic to intermediate knowledge of Data Structures and Algorithms (DSA).
- Familiarity with at least one programming language (C, C++, Java, JavaScript or Python).
- Enthusiasm to compete, learn, and enjoy problem-solving!

Prizes

We are offering attractive prizes for the top performers:

- 1st Place: Exciting Prize + Certificate of Achievement
- 2nd Place: Cool Prize + Certificate of Achievement
- 3rd Place: Special Prize + Certificate of Achievement

(All participants will receive an E-Certificate of Participation 📄).

#INCLUDE ‹WEB›

Description

The #include Web offers students a platform to demonstrate their creativity, technical skills, and eye for design. Participants will be tasked with creating a visually appealing and user-friendly web page within the allotted time.

Participants will have full access to the internet and may use any online resources, including tutorials, AI tools, frameworks, and libraries, to aid their development. The emphasis is on originality, creativity, and effective implementation of ideas rather than memorization.

To complete the submission, participants must host their webpage either locally or on any online platform (such as GitHub Pages, CodePen, or Replit). Additionally, each participant is required to provide a brief explanation of their design, highlighting the structure, features, and creative decisions.

This contest is ideal for students interested in UI/UX, front-end development, and creative problem-solving.

#INCLUDE ‹WEB›

Rules

1. Participants will be given a specific time window to complete their web page design.
2. Full access to the internet is allowed; participants may use online tutorials, AI tools, and libraries.
3. Submission must include a hosted version of the webpage and a brief explanation of the design.
4. Evaluation criteria: creativity, aesthetics, usability, responsiveness, originality, and clarity of explanation.
5. Each participant must ensure that their work is original; plagiarism will lead to disqualification.
6. Decisions of the organizing committee will be final.

Prerequisites

- Basic knowledge of HTML, CSS, and JavaScript (any framework optional).
- Creativity and interest in UI/UX design.
- Ability to implement ideas efficiently under time constraints.

Prizes

- 1st Place: T-shirt + E-Certificate
- 2nd Place: Tea-cup + E-Certificate
- 3rd Place: Goodies + E-Certificate
- All participants: E-Certificate of Participation

ideas
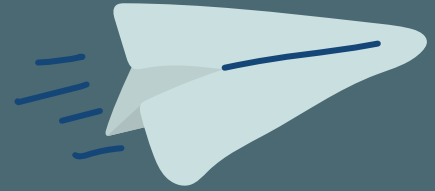
# #INCLUDE ‹IDEA ›

Description

The #include Idea is an exciting platform for students to showcase their creativity, problem-solving skills, and innovation. Participants will have a maximum of 10 minutes to present an original idea that addresses a real-world problem.

Participants can work individually or in teams of two and are free to express their ideas in any language or format they are comfortable with. There are no restrictions on the type of idea – it could be technological, social, environmental, or any concept that demonstrates originality and impact.

This event encourages critical thinking, clear communication, and practical planning, giving participants the opportunity to share innovative solutions and inspire others.

#INCLUDE ‹IDEA ›
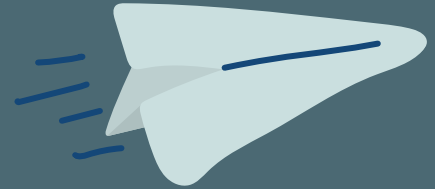
Rules

1. Each participant/team has a maximum of 10 minutes to present their idea.
2. Individual or team participation (maximum 2 members per team) is allowed.
3. Participants can express their ideas in any language they are comfortable with.
4. There are no restrictions on the type of idea, but submissions must be original.
5. Evaluation criteria will include creativity, feasibility, clarity, impact, and presentation skills.
6. Decisions of the organizing committee will be final.

Prerequisites

- Basic awareness of real-world problems and technology.
- Ability to conceptualize and communicate ideas effectively.
- Creativity and innovative thinking.

Prizes

- 1st Place: T-shirt + E-Certificate
- 2nd Place: Tea-cup + E-Certificate
- 3rd Place: Goodies + E-Certificate
- All participants: E-Certificate of Participation

#INCLUDE ‹TYPING ›

Description

The Typing Challenge is a fun yet competitive event designed to test participants' typing speed and accuracy under pressure. This event is perfect for students who want to showcase their quick reflexes, concentration, and precision.

The challenge will begin with a 2-minute practice session to help participants get familiar with the interface. This will be followed by three rounds of 60 seconds each, where participants' performance will be measured in words per minute (WPM). The best score out of the three rounds will be considered for the leaderboard.

After the first session, the top 5 participants based on WPM will advance to Session 2, consisting of three rounds of 30 seconds each. The best score out of these rounds will determine the 1st and 2nd place winners.

This on-site event combines speed, focus, and accuracy, providing an engaging and competitive environment for all participants.

#INCLUDE ‹TYPING ›

Rules

1. The event will be conducted on on-site computers provided by the organizers.
2. Each participant will start with a 2-minute practice session.
3. Session 1: 3 rounds of 60 seconds each; the best score of 3 rounds will be considered. Top 5 participants advance.
4. Session 2: Top 5 compete in 3 rounds of 30 seconds each; the best score of 3 rounds will determine the top 2 winners.
5. Leaderboard rankings will be based on WPM (Words Per Minute) and accuracy.
6. Decisions of the organizing committee are final and binding.

Prerequisites

- Basic typing skills.
- Ability to focus and maintain accuracy under time pressure.
- Willingness to participate in an on-site competitive environment.

Prizes

- 1st Place: T-shirt + E-Certificate
- 2nd Place: Tea-cup + E-Certificate
- 3rd Place: Goodies + E-Certificate
- All participants: E-Certificate of Participation

CONTACT US FOR MORE INFO

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Thank You!