# **Mobile Application Development**

#### **Requirements:**

#### A. Hardware:

- Participants have to carry their own laptop.
- Internet connectivity should be carried by participants only.
- Student have to download SDK Manager (Emulator) for running an application.
- Minimum 4 GB RAM is required in all laptop if participant is using Android Studio.
- Use of USB Cable is allowed only for running app in mobile if participant doesn't have any emulator in laptop.

#### **B. Software:**

- Participants can use any software on their laptop for building an app like Android Studio, and many other.
- You can use any database like Oracle, PostgraceSQL etc.

### What participant have to performed in application:

- The participants can design an application using languages like Java, Kotlin and many other.
- The participants can download images through internet to create an interactive mobile application.
- Participant can also add background image for making an interactive application.
- Mobile app should be user friendly and simple in design.
- Participant have to create a database and mobile app should be linked with it.
- Application must good in functioning.

### **Mobile App Development Rules:**

- 1. Only solo entry is allowed.
- 2. Use of Internet is allowed.
- 3. Time duration is 45 minutes.
- 4. Write code by your own.
- 5. Topics will be given on the spot.
- 6. Any external storage device is not allowed.

- 7. Carry your College ID.
- 8. If any participants misbehave then he/she will be disqualified.

# Participants Judge on basis of:

- App should be completed in time.
- App should be working in proper way.
- App should be well designed.
- Information must be stored in database and can be access easily.

# Web programming

#### **Requirement of student:**

#### A. Hardware:

- Laptop (Charged).
- Internet connection (mobile hotspot).
- Laptop charger (If needed).
- **B. Software:** Participants can use software like-Visual Studio, RJ TextEd, or RubyMine etc.

#### What Participants have to perform in Web programming:

- The participants have to design a website by using any platform.
- The participants can download images through internet to create an interactive website.
- Background Images Catch the Eye: Make your homepage memorable.
- **Minimize Loading Time**: Reduce page load time and increase engagement.
- Keep it simple but make it exciting.
- Design: appropriateness, ease of use, visual appeal etc.
- Content: quality and quantity of information; quality of writing and images.
- Technical: functionality, performance (including download speed), interactive features.
- The evaluation of website can be done on basis of look and feel of website, how much it is user friendly and interactive.

## **Rules and Regulation:**

- 1. Time Duration 45 min.
- 2. Pen drive is not allowed.
- 3. Make your website responsive.
- 4. Write your own code.
- 5. If any participant misbehaves then HE/SHE will be disqualified.
- 6. If anything gets change then it will get inform you on the spot.

- 7. Carry your College ID.
- 8. Group entries are not allowed.
- 9. Topic will be given on the spot.

# Participants Judge on basis of:

- Look and Feel.
- Simple and Interactive.
- Less Loading Time.

# **Query Fire**

### **Requirement for Student:**

- Basic knowledge of database.
- Queries are known to student.
- Carry ID cards of college.

### What participants has to do:

- First of all, Participant registered themselves.
- You have to fire the Queries Using Oracle, MySQL etc.
- Task will be given on the spot.

#### **Rules & Regulations:**

- 1. Time Limit is 20 minutes.
- 2. Internet, mobile uses prohibited.
- 3. Group Entries is not allowed (Single participants are allowed).
- 4. Uses of pen drive are strictly not allowed.

# **Judging on Basis of:**

- Time taken to execute given queries.
- Result of the query fired.

# **Bug Hunting**

### What participants have to do:

- The Program will be given in either C or Python language.
- The program contains different type of errors.
- The participants have to find and solve all errors to compile and execute the program.
- Participants must show the final output to judge.

### **Rules and Regulations:**

- 1. Time Duration 20 minutes.
- 2. Internet and Pen drive is strictly prohibited.
- 3. If any participant misbehaves then HE/SHE will be disqualified.
- 4. If anything gets change then it will get inform you on the spot.
- 5. Carry your College ID.
- 6. Only solo entry is allowed.

## Participants Judge on basis of:

- Executable program
- Must be finish in Less Time.