## **BLIND BYTES**

#### **ABOUT EVENT:**

Gear up to test your coding intuition. This exclusive challenge provides an opportunity to enhance precision, logical thinking, and time-management skills, all without relying on sight.

**PROBLEM STATEMENT**: Blind Bytes is an event to test the accuracy and coding skills of the participants through a series of rounds of varying difficulty, wherein participants are required to solve coding problems without using a monitor.

# **REGISTRATION:**

### **TEAM REQUIREMENTS:**

- Team of 2
- Both teammates must have an intermediate level of proficiency in the coding language chosen by the team.

### **REGISTRATION METHOD:**

Registrations are available on the codeblaze website: https://codeblaze.sosc.org.in/

#### **REGISTRATION FEES:**

Nil. The event is open to everyone and has no participation fee.

### **COMPETITION RULES:**

The competition will be 1 hour long and will be conducted in a lab with no internet connection. A PC with an IDE will be provided to participants.

## Round 0:

This is a qualifier level and will consist of basic code to solve.

Both the teammates should participate in the blind coding. The score will be taken as average of both the participants. (Example: If there are 30 participants, i.e, 15 teams, the registration allows only a team of 2 not greater or less than.

Both have to solve the blind coding level 0 to move to the next level.)

**Round 1:** The team which passed round 0 will move to round 1 of the event. Here both the teammates will be given different types of problems to solve. (Example: There are A and B in a team, like A will get X problem and B will get Y problem. Here the average score of the participant is taken and sent to the next round. We will take the top certain team depending on the score & number of participants in the event to move to the next level.)

**Round 2:** This round is the final level of the event. Here only one out of the 2 teammates will participate and the code will be intermediary. Top 3 of this event

will be awarded the prize.

# **GENERAL RULES:**

- Usage of mobile phones is strictly prohibited.
- The Organizer's decision will be final.
- These rules are subjected to change.

**JUDGING CRITERIA:** The top three teams emerging victorious after round 2 will be declared as the winners.

# **CONTACT INFORMATION:**

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