# CODEATHON

**TIMINGS AND SLOTS:**

Timings: 10 am – 12.30 pm

Slots: 2

**DESCRIPTION:**

Codeathon is a high-paced coding competition that tests participants' programming skills and problem-solving abilities. It is a team event where participants will be challenged in both debugging and coding to solve problems within a competitive time limit.

**RULES:**

- A team should have 2-3 participants and systems will be provided.
- Any form of communication with other teams or using unfair means will lead to disqualification.
- The event consists of a preliminary round, and the top teams will move to the final coding challenge.
- Teams are strictly prohibited from using the internet or collaborating with other teams during the event. Any form of malpractice will result in disqualification.

**EVENT FLOW:**

**Round 1: Preliminary Round – Code Debugging Challenge**

- This is a pen-and-paper test.
- Participants will be given 15 programming-based debugging questions.
- Each correct answer is awarded 1 mark.
- Teams with the highest scores will be selected for the next round.

**Round 2: Programming Challenge**

- The shortlisted teams from Round 1 will qualify for

this round.

- Participants will have a 30-minute time limit to solve as many programming tasks as possible.
- The tasks will involve small programming challenges where participants are shown outputs, and they must write code to produce the same output.
- The team that solves the most problems within the given time will be declared the winner.

**JUDGING CRITERIA:**

The winners will be awarded based on their ability to program or debug the given code.