




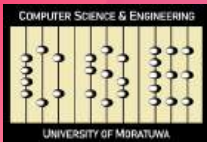
Future Minds 

Guidelines Book for The GitHub Challenge

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING
UNIVERSITY OF MORATUWA



Future Minds 



Welcome to the GitHub challenge of the CodeJam Future minds competition. This is designed to introduce students to the exciting aspect of version controlling and collaborating in software engineering.



Event Details

- Date: 26th of April, 2025
- Time: 10.00 AM - 12.00 PM
- Duration: 2 hours
- Type: GitHub PR Competition



Project Details

Participants will be given a 4 different projects in the following composition

- 2 Python projects
- 1 Java Project
- 1 Vanilla JavaScript Project

Participants are free to choose any number of projects(even all of them) and send any amount of pull requests to fix the problems in those repositories. The problems can be in many categories. Including,

- Edge case handling
- Missing functions, variables
- Type safety issues and Null values

Or any other behavior that is clearly not intended. The intended behavior will be described in the project itself in the Readme file and comments. And the key known issues will be described in the issues section of the repository(keep in mind that all the issues are not described in there)

Devices and Setup

All necessary devices and resources will be provided:

- **Devices:** PCs with Windows OS
- **Internet Access:** Full internet access will be available during the competition
- **Tools & Software:** All essential tools required for solving challenges will be pre-installed

Resources You Can Use

- **Internet Access:** You are allowed to access the internet freely during the session
- **External Resources:** You may use online AI tools, documentation, tools, and reference materials to solve challenges

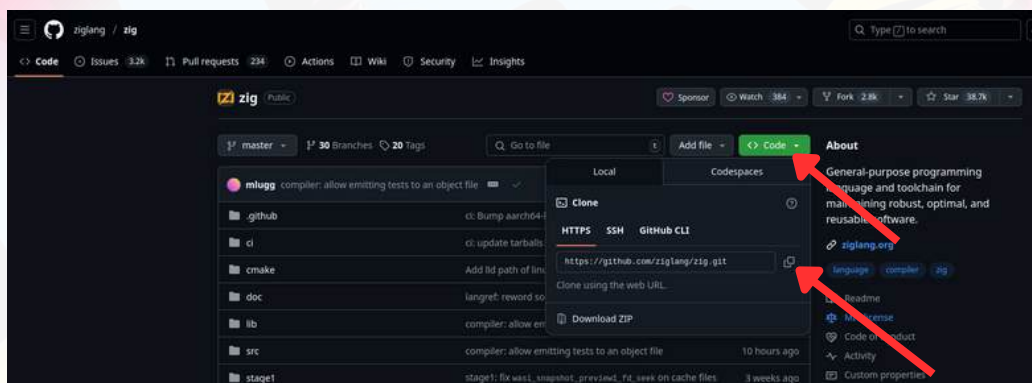


System Access

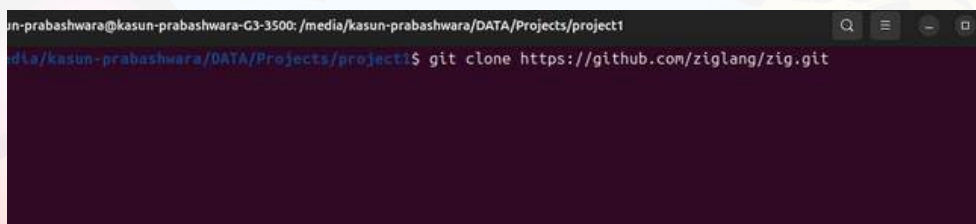
- At the start of the contest, you will be given a GitHub organization URL. This will be the organization that you will be competing on.
- All the projects you can contribute to via bug fixes can be found on that organization.
- You are not allowed to share this URL with any other teams.

After selecting a project, you can clone it to your device and do the setup.

- Click the code button and then click the copy button to copy the repo url.



- Open a terminal on the location you want to clone the repo and type the following command
`git clone <copied url>`



- After the cloning, you can open the project in a code editor such as VS code and follow the rest of the instructions in the project Readme file to setup the project.



Preparation & Practice

- We created a practice project for you to try on before the contest. You can access it from github.com/CodeJam-by-CSE/Practice
- Alternatively, you can try doing the following to get an idea about how GitHub works.
 - a. Create a small project in any language and domain that you like.
 - b. Create a git repository in that and push it to GitHub
 - c. Add your team members as collaborators.
 - d. Create separate branches for each team member.
 - e. When you add a new feature or bug fix, send pull requests from your branch to the main branch.
- To learn the basics of version control and GitHub, you can refer to the workshop sessions conducted by the CodeJam. You can find the videos from the link youtube.com/@CSEUoM/videos

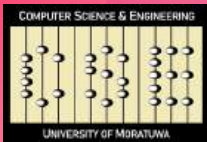
Code of Conduct & Disqualification Policy

To ensure a fair and respectful competition for everyone:

- Do not share code or any other insights with other teams.
- Do not try to modify, remove test cases or change the testing pipeline in any way.
- Do not try to disrupt other teams in any way during competition.

✗ Violation of any rules or dishonest behavior will result in immediate disqualification from the event.

If you encounter any issues during the competition, please contact your team mentor for assistance.



GOOD LUCK!

