

Ignus'17

CodeAlpha

Programming



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1. Introduction

This contest will require you to solve several mathematical and real life problems through coding.

2. Problem Statement

You will be given several problems based on mathematical intricacies, statistical inferences, physics, seepage, real-life situations and other related stuff. These problems would be such that they can be solved quickly only by coding.

3. Event Rules and Specifications

3.1. Event Structure

- 1) It will be a 3 hour long contest.
- 2) You will be provided with a question paper and an answer sheet wherein you have to fill the answers to the questions.
- 3) Each question will have some points allocated to it.
- 4) Your goal is to score as many points as possible in the given time.
- 5) You are allowed to bring one laptop per team. Charging points will be provided at the venue for your assistance, however, it is advisable to bring your laptops fully charged.
- 6) You can use any programming language of your choice like Java, C, C++, Python, etc.

3.2. Team Size

Maximum 2 participants are allowed in a team. Students from different colleges cannot form a team.

3.3. Eligibility

Any student from a recognized institute/college can participate in this event.

4. Judging Criterion

1. The team with greater points will be awarded superior rank.
2. The top three teams will be granted certificates and prizes.
3. All the participants who solve at least one question will be awarded certificate of participation.

All decisions taken by the organizing team will be deemed as final, and no more changes will be encouraged, thus holding the full authority to change any of the above rules as per circumstances.

5. Contacts

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