BMS COLLEGE OF ENGINEERING, BENGALURU - 19
(Autonomous Institute, Affiliated to VTU)
DEPARTMENT OF MACHINE LEARNING

ACTIVITY REPORT

ON

15 DAYS OF CODE

1. **Name of the club**: BMSCE ACM Student Chapter

2. **Name of the Activity:** 15 Days Of Code

3. **Objectives:** The primary objective of the 15 Days of Code event was to encourage coding consistency and problem-solving skills among participants. The event aimed to provide a platform for students to practice coding regularly, enhance their algorithmic thinking, and build resilience while solving increasingly challenging problems.

4. **Date, Time, and Platform of the Activity:**

START DATE	15th April 2025
PLATFORM	HackerRank (Online)
DURATION	15 Days (with a break during internals)

5. **Name and details of collaborating agency (if it is collaborative/joint activity):** None

6. **Brief Summary Of The Event:** The 15 Days of Code was an online coding challenge aimed at promoting regular practice and competitive coding skills. Participants solved a problem each day, starting with easy levels and gradually progressing to more challenging problems. The event witnessed enthusiastic participation, with many students showcasing consistency and determination.

Each challenge was released daily, and participants were encouraged to submit their solutions on the HackerRank platform. The event also featured a leaderboard, motivating participants to compete and improve their problem-solving capabilities. The final phase

of the event presented harder problems, testing the endurance and coding proficiency of the remaining participants.

The event concluded successfully with the announcement of the top three participants, who demonstrated remarkable consistency and coding skills throughout the 15 days. The leaderboard topper at the end of the 15 days was awarded a course of their choice worth up to ₹700, while the 2nd and 3rd prize winners received free registration to the AI Agents Workshop organized by the BMSCE ACM Student Chapter.

7. **Outcomes:** The event successfully fostered a culture of consistent coding practice among students. Participants developed their problem-solving abilities, learned new algorithms, and enhanced their coding efficiency. Additionally, the competition spirit motivated participants to keep pushing their limits.
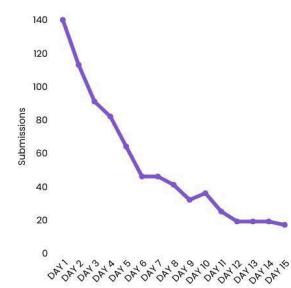
8. **Number of participants:**

Number of registrations	Number of Sign-ups	Number of Active coders
285	258	150

9. **Two or three relevant Photographs of the activity: (Geo-tagged photos are preferable)**
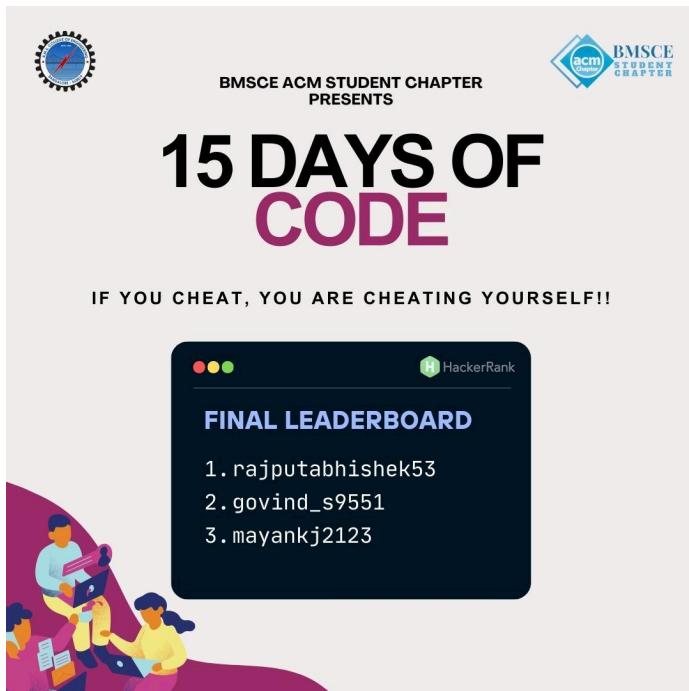
10. Supporting Documents:

a) Circulars/Brochures:

b) Leaderboard

c) Challenges list

Birthday Cake Candles

Success Rate: 83.69%   Max Score: 100   Difficulty: Easy

[Solve Challenge]

Number Line Jumps

Success Rate: 84.21%   Max Score: 100   Difficulty: Easy

[Solve Challenge]

Apple and Orange

Success Rate: 93.55%   Max Score: 100   Difficulty: Easy

[Solve Challenge]

Divisible Sum Pairs

Success Rate: 96.43%   Max Score: 100   Difficulty: Easy

[Solve Challenge]

Between Two Sets

Success Rate: 89.39%   Max Score: 100   Difficulty: Easy

[Solve Challenge]

Equal

Success Rate: 83.67%   Max Score: 100   Difficulty: Medium

[Solve Challenge]

Making Anagrams

Success Rate: 94.00%   Max Score: 100   Difficulty: Easy

[Solve Challenge]

Mark and Toys

Success Rate: 91.11%   Max Score: 100   Difficulty: Easy

[Solve Challenge]

The Coin Change Problem

Success Rate: 91.18%   Max Score: 100   Difficulty: Medium

[Solve Challenge]

Fibonacci Modified

Success Rate: 41.03%   Max Score: 100   Difficulty: Medium

[Solve Challenge]

Balanced Brackets

Success Rate: 92.86%   Max Score: 100   Difficulty: Medium

[Solve Challenge]

New Year Chaos

Success Rate: 80.95%   Max Score: 100   Difficulty: Medium

[Solve Challenge]

Array Manipulation

Success Rate: 85.71%   Max Score: 100   Difficulty: Hard

[Solve Challenge]

Abbreviation

Success Rate: 66.67%   Max Score: 100   Difficulty: Medium

[Solve Challenge]

Problem solving

Success Rate: 29.41%   Max Score: 100   Difficulty: Hard

[Solve Challenge]