



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)**

15 DAYS OF CODE - BMSCE ACM Student Chapter

One day. One problem. One streak.

Apr 15 2025, 12:00 am IST to May 6 2025, 11:45 pm IST

Enter Contest

About

15 Days of Code is an engaging coding challenge hosted by the BMSCE ACM Student Chapter, where participants take on the thrill of solving one hand-picked coding problem each day for 15 consecutive days. Starting with beginner-friendly problems and gradually escalating to more complex challenges, this initiative aims to boost consistency, logic-building, and problem-solving skills — one day at a time.

Whether you're a budding coder or a seasoned problem-solver, this is your chance to sharpen your skills, compete with peers, and climb the leaderboard. Top performers receive certificates and recognition, and everyone who completes the challenge earns a Certificate of Participation.

Manage Contexts > 15 DAYS OF CODE - BMSCE ACM Student Chapter

15 DAYS OF CODE - BMSCE ACM Student Chapter

www.hackerrank.com/15-days-of-code-bmsce-acm-student-chapter

Details Challenges Advanced Settings Moderators Notifications Signups Statistics

Signup Count: 258

Total Cumulative Signups: 258 (includes signups after the end of the contest)

Login Count: 219

Login Conversion Rate: 85.56 %

Number of Users Who Submitted Code: 146

View all contest submissions

Leaderboard

Ad Friends Filter by Select filter Type username to compare Compare

Rank	User	Score	Time	Country
1	govind_x9551	1600.00	37:28:35	India
2	rajuatathishk53	1500.00	34:33	India
2	firozkhancharu81	1500.00	49:38	India
2	sindhujanalluri1	1500.00	59:24:37	India
5	sreejeteeray2005	1400.00	6:17:36	India
5	mjayankj2123	1400.00	58:45:31	India
5	arizejak0905	1400.00	70:47:35	India
5	arshaq2312	1400.00	418:18:36	India

The Grind Curve

10. Supporting Documents:

a) Circulars/Brochures:



The brochure is for the '15 Days of Code' event, presented by the BMSCE ACM Student Chapter. It features a light purple background with a circular logo on the top left and the BMSCE ACM Student Chapter logo on the top right. The main title '15 DAYS OF CODE' is in large, bold, black and purple letters. Below it, the dates 'FROM APRIL 15TH TO MAY 6TH' are displayed in purple, with four right-pointing chevrons between the dates. A tagline 'IF YOU CHEAT, YOU ARE CHEATING YOURSELF!!' is in black. A central dark blue code editor window shows Python code for solving HackerRank problems. To the right of the code editor is a QR code and the text 'REGISTER NOW!!'. At the bottom right, a contact number 'HRITHIK: 80738 88927' is provided. The bottom left corner features an illustration of three students working on laptops.

BMSCE ACM STUDENT CHAPTER PRESENTS

15 DAYS OF CODE

FROM **APRIL 15TH** >>>> TO **MAY 6TH**

IF YOU CHEAT, YOU ARE CHEATING YOURSELF!!

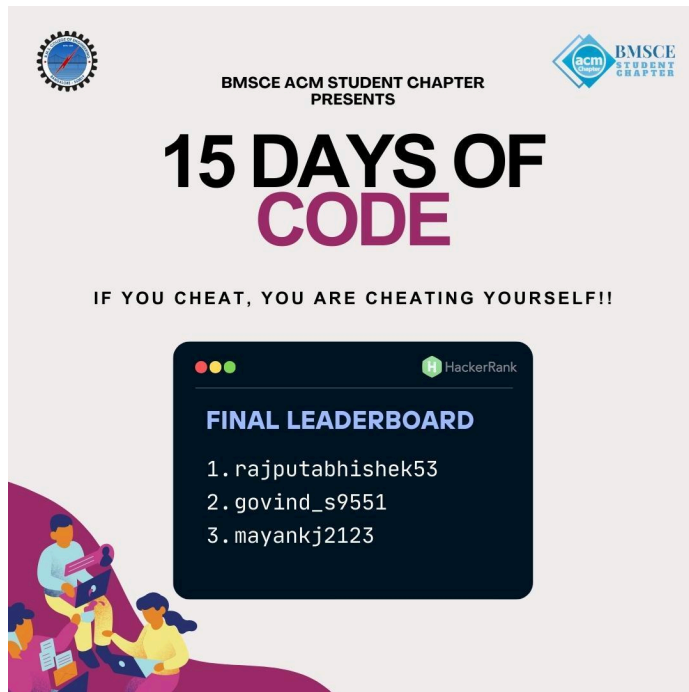
```
for day in range(1, 16):
    solve(HackerRank[day])
if progress:
    print('Code Consistency Achieved!')
else:
    keepGoing()
#15DaysOfCode #CodeItDontFakeIt #BMSCEACM
```

REGISTER NOW!!

<check caption for more details>

HRITHIK: 80738 88927

b) Leaderboard



The final leaderboard for the '15 Days of Code' event, presented by the BMSCE ACM Student Chapter. It features a light purple background with the same circular logo on the top left and BMSCE ACM Student Chapter logo on the top right. The main title '15 DAYS OF CODE' is in large, bold, black and purple letters. Below it, the tagline 'IF YOU CHEAT, YOU ARE CHEATING YOURSELF!!' is in black. A central dark blue code editor window displays the 'FINAL LEADERBOARD' and the top three participants. The bottom left corner features an illustration of three students working on laptops.

BMSCE ACM STUDENT CHAPTER PRESENTS














































15 DAYS OF CODE

IF YOU CHEAT, YOU ARE CHEATING YOURSELF!!

FINAL LEADERBOARD

1. rajputabhishek53
2. govind_s9551
3. mayankj2123

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