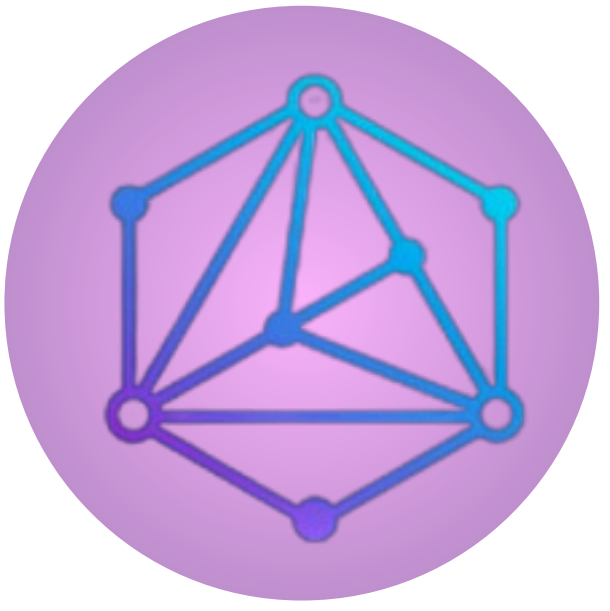


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24-25 MAY



CODING SPREE

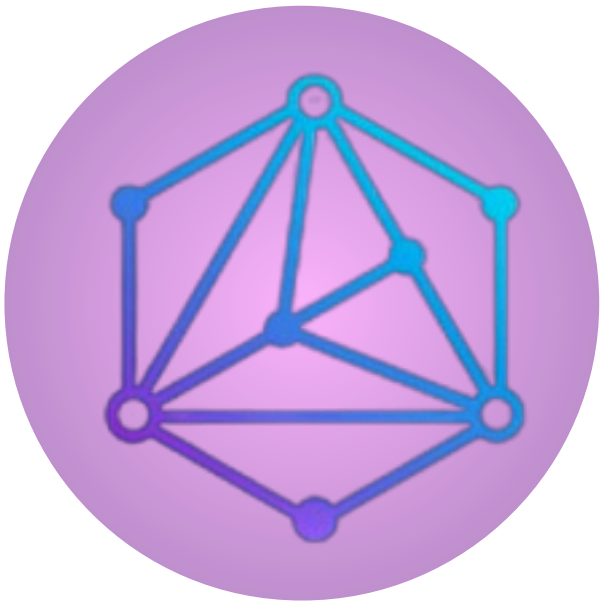
Register at: <https://tally.so/r/3xv88r>

Competition Overview:

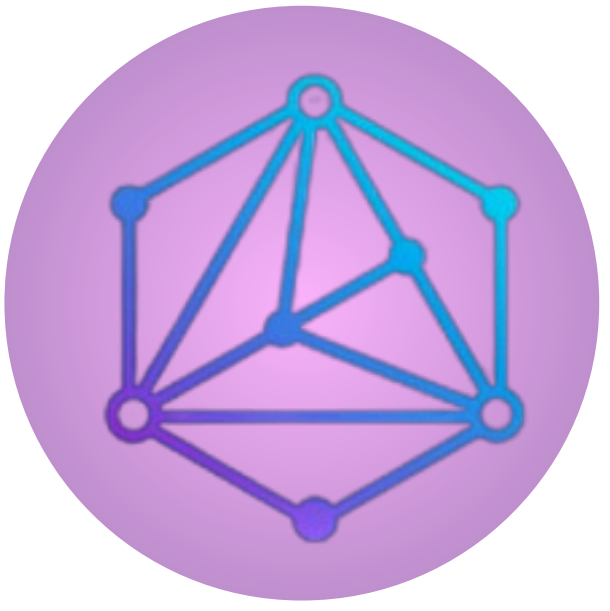
- The programming competition consists of two rounds. The first round will be on the first day, in which all teams will compete against each other. The second round will be on the second day, in which teams qualified from the first round will participate.
- The duration of the first round will be 3 hours. Teams qualifying for the next round will participate in a 5-hour-long second round.
- The competition organizers will provide teams with the problem set, papers, and pens.
- The competition organizers will be providing PCs and the Internet. However, participants are requested to bring their laptops and internet to avoid any sort of inconvenience.

Competition Rules:

- All programming languages that are supported by the platform will be allowed in the competition.
- The use of standard libraries and functions (methods) provided by the IDEs will be allowed.



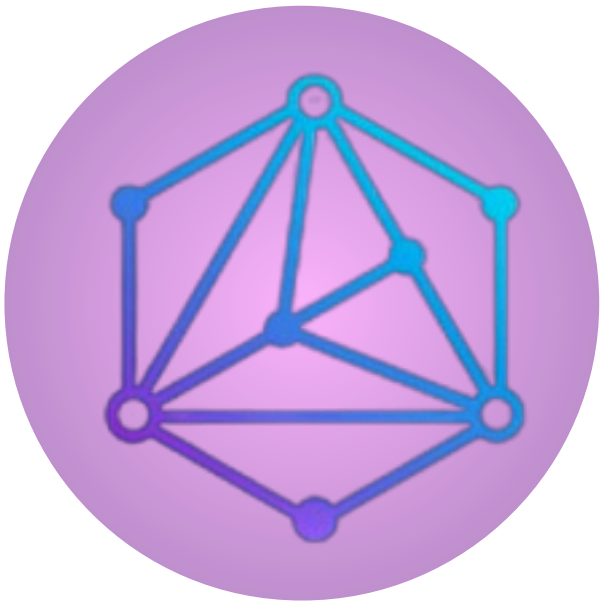
- The competition would include several challenging problems, each of which would require you to develop some algorithm and get the output in a fixed format on the console. The output would be matched character-to-character with the output of our program through a PC.
- The scoring would hence be Yes/No, i.e. either correct or incorrect.
- The test cases on the judge's side may not be the same as given with the problem. You have to cater for the number of test cases, end of the file, and other restrictions if they're not given on the first line of the test cases file.
- If there is a tie in the number of problems solved, the scoring will depend on the time taken from the start of the competition to the time of correct submission. (This is automatically judged by the PC and viewable on board).
- **The decision of the judges will be final and cannot be challenged.** If any team keeps arguing with the host team on this matter, they will be disqualified.
- The use of mobile phones and other communication devices is strictly prohibited during the competition. Anyone seen using devices will be immediately disqualified. Such devices should be switched off and placed in pockets/handbags and not visible or accessible during the competition.



- Once the competition starts, any discussion between two different teams may result in immediate disqualification from the competition.
- **Teams creating a disturbance will be immediately disqualified.**
- Any sort of unfair means like plagiarism, helping codes, cheat sheets, ChatGPT, google search, or help from other teams will result in instant disqualification.
- **No external edibles are allowed inside the lab.** You may purchase refreshments once the competition is over from the food court.
- Disqualification from the competition also means escorting out of competition venues, and a note will be sent to their respective institutes.

Evaluation Criteria:

- Code Quality
- Efficiency
- Problem-solving skills
- Originality
- Adherence to guidelines



Team Eligibility Criteria:

- Each team should consist of a **minimum of 1 and a maximum of 3 participants.**
- Participants must be enrolled in an **undergraduate degree program.**
- Cross-university teams are allowed.

Registration:

- The registration fee is **PKR 3000.**
- The registration fee is **non-refundable.**