

VELAMMAL ENGINEERING COLLEGE

OZMENTA'25

CODE RELAY

Category: Team size exactly of 3members

Schedule: Round1: 11:00am - 12:00am

Round2: 1:30pm - 2:30pm

Round 1 (Easy): 30 minutes (10 minutes per participant)

Round 2 (Advanced): 60 minutes (15 Minutes for discussion+ 15 minutes per participant)

Goal: Solve the given problem collaboratively within the time limit.

General Rules:

1. Team Structure & Participation

- Each team consists of exactly 3 participants.
- All participants are requested to register individually.
- The order of participants will be decided before the event starts.
- Once a participant's time ends, they must immediately stop coding and hand over the code to the next person.
- Participants cannot edit their previous work once their turn is over.

2. Round Rules

Round 1 (Easy - 30 min)

- Each participant gets 10 minutes to contribute.
- The problem will be simpler and can be solved step by step.
- Code must be functional and efficient at the end of the round.

Round 2 (Advanced - 60 min)

- All the participants can discuss for the first 15 minutes
- Then, each participant gets 15 minutes to contribute.
- The problem will be more complex, requiring better logic and optimization.
- Teams must focus on efficiency and clean coding practices.

3. Seating rules

- Once the coding begins, 2 participants will be seated facing the system, 1 participant will be seated facing away from the system
- Only one participant should code at a time

- The second participant will be seated next to the coder, and observes silently without talking
- The third participant faces away from the two other participants. All three members will be rotated accordingly

4. Coding Rules

- Participants must build upon the existing code without rewriting or deleting large sections unless necessary for debugging.
- Each participant should leave clear comments explaining their changes before handing over the code.
- The code should be functional at the end of the relay; a team with a completely broken or unfinished program will score lower.
- Use of external resources (Google, ChatGPT, etc.) is not allowed during the relay.
- Teams can use only one programming language (e.g., Python, C++, Java).
- No hardcoded solutions. The code must be scalable and dynamic.

5. Time Management & Transitions

- A 1-minute warning will be given before the time ends.
- Once the timer ends, the participant must immediately stop typing and pass the system to the next participant.

6. Communication Rules

- No direct discussion between participants once the relay has started.
- Participants must rely only on code comments and documentation left by the previous coder.
- If a participant faces an issue, they must document it in comments rather than asking teammates.

For further queries, please contact the event coordinators,

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