

INNOVATE WITH BALLERINA

Delegate Booklet



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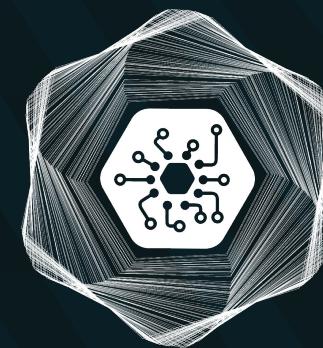


WHAT IS IEEE?

IEEE stands as the world's largest professional association devoted to advancing technological innovation and excellence, all in the service of enhancing the well-being of humanity.

With a membership exceeding 400,000 Technology and Engineering professionals across 160 countries, IEEE cultivates a vibrant global community.

Established on November 14th, 2003, as a part of IEEE Region 10, the IEEE Sri Lanka Section has witnessed rapid growth, driven by volunteers from academia, industry, and students. With a primary focus on fostering technological innovation and professionalism, the IEEE Sri Lanka Section aims to serve as a golden platform for aspiring tech professionals.



University of Moratuwa IEEE Student Branch

The IEEE Student Branch at the University of Moratuwa stands out as a leading Student Branch in Sri Lanka, with dedicated volunteers and supportive academic staff.

Ranked first among 21 Student Branches in Sri Lanka, it received the "Most Outstanding Student Branch" Award at the IEEE Sri Lanka Section Awards in 2023. With over 700 members, the branch has successfully organized numerous notable events and competitions, achieving recognition nationally and globally.

 **Facebook**
<https://web.facebook.com/IEEEUOMSB>

 **Website**
<https://site.ieee.org/sb-moratuwa/>

 **Youtube**
<https://www.youtube.com/@IEEEUOMSB>

 **Linkedin**
www.linkedin.com/company/ieeeuomsb/mycompany



**UNIVERSITY OF MORATUWA
STUDENT BRANCH CHAPTER**

Nestled within the academic corridors of the University of Moratuwa, the IEEE Computer Society (IEEE CS) chapter emerges as a dynamic hub for computer science enthusiasts. With a dedication to nurturing talent, fostering innovation, and bridging the gap between academia and industry, this student organization epitomizes the spirit of technological excellence.

IEEE Computer Society plays a huge part in empowering the minds of university students, Catalyzing Collaboration engaging with the community with the projects they keep going. MoraXtreme is the most famous annual project done by the IEEE Computer Society of the University of Moratuwa.



Pioneering Digital Transformation Technology

WSO2 is the Leader in Digital Transformation Technology. Founded in 2005, WSO2 was initially an open-source middleware company.

Their business strategy has progressed beyond just building great open-source software. Today, they offer a suite of application development and IAM technologies, available as open source or SaaS, enabling enterprises to create digital experiences quickly, easily, and securely.

Their technology enables thousands of enterprises, including hundreds of the world's largest corporations, top universities, and governments, to drive their digital transformation evolution rapidly, efficiently, and cost-effectively.

Ballerina

A Cloud-Native Solution

Ballerina is a cloud-native programming language designed for seamless integration, incorporating best practices for web programming and microservices. It is built with a strong focus on DevOps, offering an IDE-based build system that streamlines development and deployment processes. Additionally, Ballerina includes modules for continuous integration and testing, making it a powerful tool for modern software development.

Cloud native

Network primitives in the language make it simpler to write services and run them in the cloud.

Flexibly typed

Structural types with support for openness are used both for static typing within a program and for describing service interfaces.

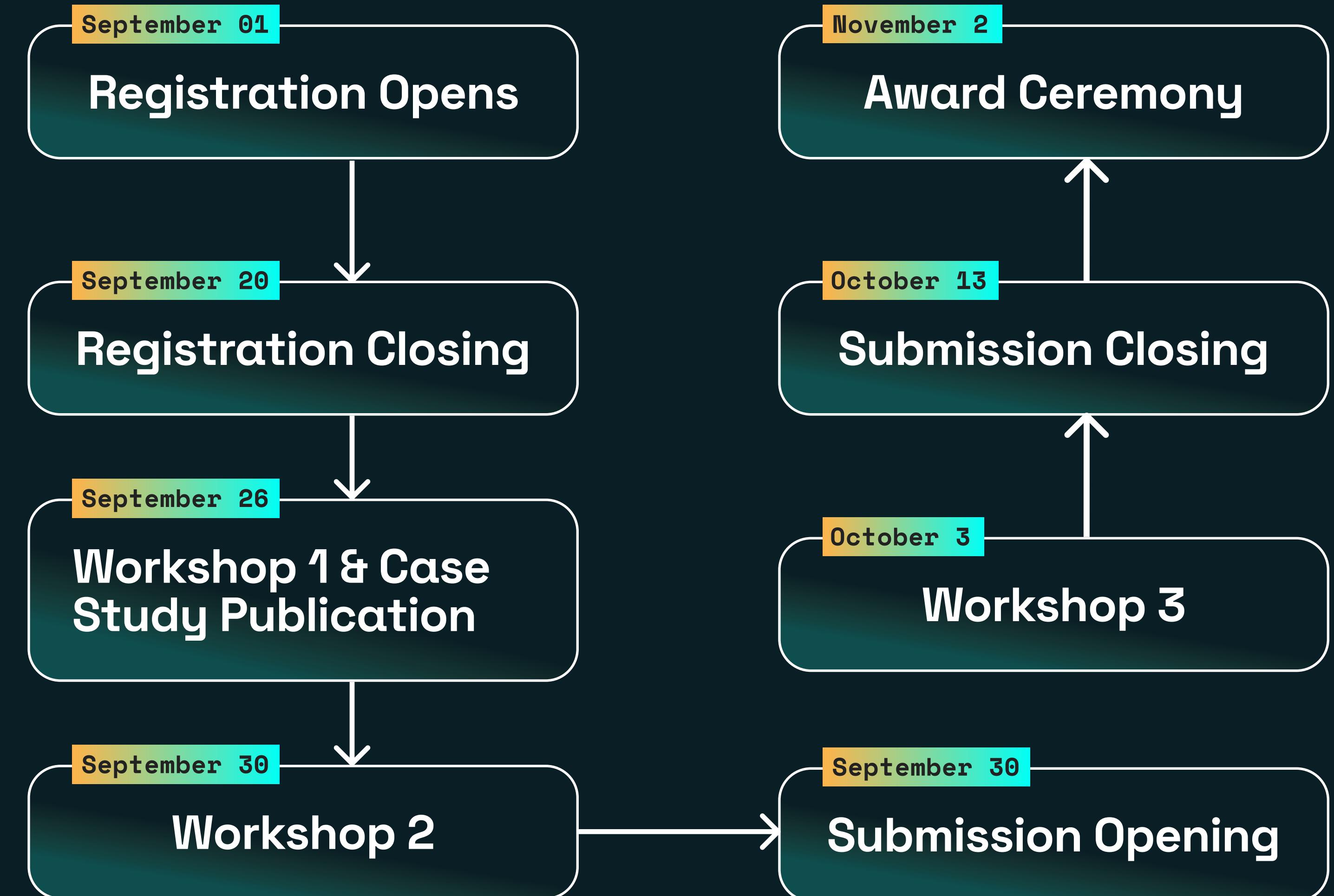
Data oriented

Type-safe, declarative processing of JSON, XML, and tabular data with language-integrated queries.

Innovate with **Ballerina** { }

The "Compete to Innovate: University Challenge with Ballerina" invites university students to demonstrate their skills using the **Ballerina** programming language. The competition aims to enhance interest and expertise in Ballerina, rewarding participants with certificates. Projects must be submitted via GitHub, with access provided for private repositories, and will be evaluated by the WSO2 Ballerina team.

TIMELINE



Introductory Session

Providing an Overview of the Competition

The introductory session will be held on 26th September 2024 through an Online platform.

Workshop 2

Hands-on Session with Ballerina

Workshop 2 will be held on 30th September 2024 via an online platform. This session will focus on practical applications and hands-on experience with Ballerina.

Workshop 3

Advanced Ballerina Concepts

Workshop 3 will be held on 3rd October 2024 via an online platform. This workshop will cover advanced concepts in Ballerina to deepen participants' understanding.

1st Place**Rs 150 000/-****2nd Place****Rs 100 000/-****3rd Place****Rs 75 000/-**

Win Exciting Prices

The Award Ceremony is scheduled to take place at the premises of WSO2. This event will honour the top 10 teams who have demonstrated outstanding performance. Each of these teams will be presented with gift hampers as a token of appreciation from WSO2.



Each of the teams finishing in positions 4 through 10 will receive a prize of

Rs.10,000.

Submission Guidelines for the Competition

To ensure a smooth and fair submission process, all teams are required to follow the guidelines outlined below. These rules are crucial for maintaining the integrity of the competition and ensuring that every team has an equal opportunity to showcase their work.

- Each team must submit their projects on GitHub and provide the repository URL.
- If the project is hosted in a private repository, it must be made public for 12 hours from the submission deadline.
- Teams can build their project based on the given case study or their own case study.
- Only one project submission per team is allowed during the submission rounds.
- Copying another project or committing plagiarism is strictly prohibited.
- Teams must submit their project within the designated timeframe to qualify for the e-certificates provided by WSO2.



Conditions for Team Formation

To participate in the competition, teams must adhere to the following conditions to ensure a fair and organized event:

- All participants must be currently enrolled undergraduates from the same university or institution.
- Teams must consist of a minimum of three members and a maximum of four members.
- All interested teams must register for the competition before the deadline; late registrations will not be approved.
- Once the registration period ends, teams cannot change their members.
- Each participant is allowed to register with only one team, ensuring fairness across the competition. Participants cannot join multiple teams.
- Each team must have a unique team name and an assigned team leader.

Contact Us



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Innovation starts with a
*single line of code

THANK YOU