Techgig- college Marathon

Friday, January 23, 2015

12:17 PM

Graphical user interface, text, application, email

Description automatically generated

Techgig- RoundTable Game

Wednesday, April 06, 2016

6:51 PM

Graphical user interface, text, application, email

Description automatically generated

Techgig- Height problem

Wednesday, April 27, 2016

12:13 PM

Graphical user interface, text, application, email

Description automatically generated

Graphical user interface, text, application

Description automatically generated

Techgig-matrix

Monday, May 02, 2016

1:00 PM

Graphical user interface, text, application, email

Description automatically generated

Graphical user interface, text, application

Description automatically generated

Techgig-Hotel Profit

Wednesday, June 22, 2016

12:04 PM

Graphical user interface, text, application, email

Description automatically generated

Techgig-Bhopal Jail break

Friday, April 7, 2017

4:43 PM

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|  | Graphical user interface, application  Description automatically generated |  |  |
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A picture containing table

Description automatically generated

Techgig-Open the door

Monday, April 10, 2017

5:02 PGraphical user interface, text, application

Description automatically generated

Graphical user interface, application, Teams

Description automatically generated

Techgig-BehindEnemy Lines

Monday, April 17, 2017

10:13 AM

Graphical user interface, text, application, Word

Description automatically generated

A picture containing table

Description automatically generated

Graphical user interface

Description automatically generated with medium confidence

Techgig-Combination of cards

Tuesday, April 25, 2017

10:43 AM

Graphical user interface, text, application

Description automatically generated

A picture containing application

Description automatically generated

Table

Description automatically generated with low confidence

Techgig-palindrome checker

Sunday, August 20, 2017

10:49 AM

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|  | Graphical user interface, text, application, email  Description automatically generated |  |  |
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Techgig-Amazon challenge

Wednesday, November 22, 2017

10:07 AM

Graphical user interface, text, application, email, Teams

Description automatically generated

Techgig-Counting Leaf

Monday, March 26, 2018

09:06 AM

Graphical user interface, text, application, email

Description automatically generated

Graphical user interface, application, Teams

Description automatically generated

Graphical user interface, application, Word

Description automatically generated

Techgig- Design Necklace Allscripts

Wednesday, April 11, 2018

02:28 PM

Graphical user interface, text, application, email

Description automatically generated

Graphical user interface

Description automatically generated with medium confidence

Graphical user interface, application

Description automatically generated

Background pattern, table

Description automatically generated

Techgig-Ben the gamer

Thursday, April 19, 2018

09:16 AM

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|  | Graphical user interface, text, application, email  Description automatically generated    Graphical user interface, application  Description automatically generated with medium confidence    Graphical user interface, application, Teams  Description automatically generated | | | | | | | | | | | | | | | |  |  |
|  |  | 40 marks  using System;  using System.Collections.Generic;  using System.Linq;      namespace BenTheGamer  {  class Program  {  static void Main(string[] args)  {  int levelsOfGames;  int numberOfWeapons;  // List<List<char>> listOfWeapon = new List<List<char>>();    string[] tempIp = new string[3];  tempIp= Console.ReadLine().Split(' ');  levelsOfGames = Convert.ToInt32(tempIp[0]); //level of game  numberOfWeapons = Convert.ToInt32(tempIp[1]); //number of weapons  //only array will be able to have a swaping facility without any issue  object[] arrayOfWeapon = new object[levelsOfGames];  for (int i = 0; i < levelsOfGames; i++)  {  arrayOfWeapon[i] = Console.ReadLine().ToList();  }  Console.WriteLine(CalculateCost(ref arrayOfWeapon, ref levelsOfGames, ref numberOfWeapons));  Console.ReadLine();    }    private static int CalculateCost(ref object[] arrayOfWeapon, ref int levelsOfGames, ref int numberOfWeapons)  {  int totalCostToBuyWeapon = 0;  //now sort the list first to be cost effective  sortTheList(ref arrayOfWeapon);  //prepare inventory as we will be carrying all weapon to next level  char[] typeOfWeapon = new char[numberOfWeapons];    for (int i = 0; i < arrayOfWeapon.Length; i++)  {  List<char> iterationVariable = ((List<char>)arrayOfWeapon[i]);  FindCostOfThisLevel(ref iterationVariable,ref typeOfWeapon,ref totalCostToBuyWeapon);  }    return totalCostToBuyWeapon;  }    private static void FindCostOfThisLevel(ref List<char> iterationVariable, ref char[] typeOfWeapon,ref int totalCostToBuyWeapon)  {  int totalWeaponBought = 0;  for (int i = 0; i < iterationVariable.Count; i++)  {  if(iterationVariable.ElementAt(i) == '1'&& typeOfWeapon[i] != '1')  {  //add to inventory  typeOfWeapon[i] = '1';  // add the count  totalWeaponBought += 1;  }  }  totalCostToBuyWeapon += (totalWeaponBought \* totalWeaponBought);  }  private static void sortTheList(ref object[] arrayOfWeapon)  {  //now do the sorting as we used to do in college, pass by pass  for (int i = 0; i < arrayOfWeapon.Length; i++)  {  for (int j = i+1; j < arrayOfWeapon.Length; j++)  {  var temp1 = (List<char>) arrayOfWeapon[i];  var temp2 = (List<char>)arrayOfWeapon[j];  if (temp1.FindAll(x => x == '1').Count > temp2.FindAll(x => x == '1').Count)  {  var tempList = arrayOfWeapon[i];  arrayOfWeapon[i] = arrayOfWeapon[j];  arrayOfWeapon[j] = tempList;  }  }  }  }  }  } |
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Techgig- Bob the Bear

Tuesday, May 8, 2018

07:47 AM

Graphical user interface, application

Description automatically generatedBackground pattern

Description automatically generated with medium confidence  
Chart

Description automatically generated with medium confidence  
Diagram, engineering drawing

Description automatically generatedBackground pattern

Description automatically generated with medium confidence  
Background pattern

Description automatically generated with medium confidence

Techgig-Flood in jungel

Saturday, May 12, 2018

01:48 PM

Graphical user interface, text, application

Description automatically generated  
Table

Description automatically generated  
Graphical user interface

Description automatically generated

Techgig-WIN or LOSE

Thursday, April 11, 2019

10:24 AM

Graphical user interface, text

Description automatically generated  
Table

Description automatically generated  
Application

Description automatically generated with low confidence

Techgig-new year party

Sunday, April 14, 2019

10:02 AM

Text

Description automatically generated with low confidence

Graphical user interface, text, application, email

Description automatically generated

Graphical user interface, text, application

Description automatically generated

Techgig- Roadies

Friday, May 24, 2019

01:13 PM

Graphical user interface, website

Description automatically generated

Shape

Description automatically generated

Diagram

Description automatically generated

Graphical user interface, text, application, email

Description automatically generated

Graphical user interface, text, application

Description automatically generated

Techgig-Elections

Wednesday, May 29, 2019

07:48 PM

A picture containing graphical user interface

Description automatically generated

Graphical user interface, chart

Description automatically generated

Graphical user interface, text, application, email

Description automatically generated

Graphical user interface, application, table

Description automatically generated

Techgig- Powepuff girls

Thursday, March 26, 2020

10:38 AM

A picture containing text

Description automatically generated

A picture containing text

Description automatically generated

A picture containing graphical user interface

Description automatically generated

Graphical user interface

Description automatically generated

Graphical user interface, text, application

Description automatically generated

Table

Description automatically generated

Techgig-Bayblade competition

Monday, March 30, 2020

10:46 AM

Graphical user interface, engineering drawing, website

Description automatically generated

Text

Description automatically generated

Graphical user interface, application

Description automatically generated

Graphical user interface

Description automatically generated

Graphical user interface, text, application, email

Description automatically generated

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Graphical user interface, application, Teams

Description automatically generated

Techgig-Corona Virus

Sunday, June 28, 2020

09:35 AM

Graphical user interface

Description automatically generated

Graphical user interface, application, PowerPoint

Description automatically generated

Graphical user interface, text, application, email

Description automatically generated

Graphical user interface, text, application, email

Description automatically generated

Techgig- Virus outbreak-2021

Monday, April 5, 2021

12:05 PM

Graphical user interface, text, application, email

Description automatically generated

Graphical user interface, text, application

Description automatically generated

Table

Description automatically generated with medium confidence

Techgig- PRIME GAME

Monday, April 5, 2021

4:59 PM

Graphical user interface, text, application, email

Description automatically generated

Graphical user interface, text, application, email

Description automatically generated