TEXEPHYR'19

RULE-BOOK

CODESTORM

Max. No. of Participants: 2

Registration fee: Rs.150 (For single entry)
                      Rs.200 (team of two)
No. of rounds: 3

Introduction:
For all the coders TEXEPHYR brings Code storm. Write out the optimized and most efficient code to prove your coding prowess. This event will not only be testing your coding   but also evaluate your debugging.
Event format:
  They are two completely different tracks: 1) Minor (Diploma & FE & SE)
                                            2) Major (TE & BE)

 Prizes for both tracks are different.

Round 1-MCQ
Contestants will have to answer set of questions. Questions will be of multiple choice and the contestant has to choose the appropriate one. Questions will be based on technical know-how.

Round 2-

REVERSE CODING (For Minor)
Contestants will be given input-output sequences and will have to decode the logic behind it. The code can be written in any of the four languages i.e. C, C++, java or python. Both time and correctness of code will be considered.

PRACTICAL PROBLEMS (CODES RELATED TO DAILY LIFE PROBLEMS (For Major))
Feel the technological change that how you recover faster from disaster. Contestants are assumed to be at a zero level initially. Contestants will have to choose one of the given difficulty levels (say around 1 to 5). For each of the difficulty level contestants will be rewarded with certain points if answered correctly (say 100 for difficulty level 1, 200 for 2 and so on).

Round 3-Final Coding Round

This round will be a hard-core coding round. A problem statement will be provided for which a code needs to be developed. The code can be written in any of the four languages i.e. C, C++, java or python. Both time and correctness of code will be considered.

CODE-BREAK

Max. No. of Participants: 2

Registration fee: Rs.150 (For single entry)
                       Rs.200 (team of two)

No. of rounds: 3

- **ROUND I**: Jigsaw Puzzle
- For all the inquisitives who love solving puzzles. The twist here is that the code will be puzzled and the participant has to put all the snippets in the right place.
- Event format:
- It will consist of three levels- simple, medium, hard. The participant starts from simple level. On every correct answer, the participant gets a problem statement from the next level and on every wrong answer, the level will be reduced with an added penalty. Every level has a fixed number of points for each puzzle E.g.
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  Level 1 (simple) - if puzzle is solved go to level 2

  Level 2 (medium) - if puzzle is solved go to level 3 if puzzle is unsolved go to level 1 with added penalty

  Level 3 (hard) - if wrong go to level 2 with added penalty

  ROUND II: Qwerty Code
  This round will integrate fun and excitement in coding. There will be various twists in the keyboard that will jumble the minds of the programmers.
  Format:
  • This round consists of four stages with different twist. In each stage points

will be reduced for breaking the rules. At the end of round, points will be awarded on the basis of least number of errors. Bonus points for correct code.

ROUND III: Blind Coding

Level 1: You will be given the problem statement and 5 minutes to think about it. After that you will have 15 minutes to type the code. In these 15 minutes, you are allowed to turn on the monitor once under supervision. No rough work will be allowed.

Level 2: The problem statement will be a bit complex. You will be given 5 minutes along with a chit for rough work. After that, the chits will have to be returned and you will have to type the code with a dysfunctional keyboard (10 mins).

Level 3: You can write on the chits for 5 minutes (you are allowed to keep the chits). 10 mins to code with functional keyboard but no monitor and the final 5 mins of free time for error correction.

Rules:
- Participants should only be from recognized educational institutes/universities.
- Participants have to bring their College ID cards and the receipt of registration during reporting.
- Time slots will be given and participants are expected to follow it strictly.
- Participants are expected to give their correct contact details, so as to inform them about the results.
- Details of the round will be disclosed at the time of event.
- Rules may be changed without prior intimation.

TECHNICAL TREASURE HUNT

Max. No. of Participants: 3

Registration fee: Rs.150 (Team of Three)
No. of rounds: 3

- Students can participate in the team of three.
- A computer will be given to each team.
- It will be similar to the mainframe treasure hunt; the only difference is that it will be consisting of hints and clues in the form of computer code snippets.
- Participants are expected to give their correct contact details, so as to inform them about the results.
- The codes will be in three languages C, C++ and Java
- Firstly, they will be given a hint about in which particular directory of computer the code snippets are stored.
- The directory will contain the code snippets.
- There will be total three code snippets which will be stored in .txt files and which might include bugs and errors.
- Solving these codes will give you the hint of a particular location   in the college campus.
- On reaching that location they will be getting the missing part of the next code snippet or a hint about that missing part.
- The missing part might be in the digital or handwritten format.
- The first one to crack all the three levels will be the winner.
- In case of any violation of the rules or any use of unfair means teams will be disqualified from the event.

ALGOHOLICS

(High on efficiency)

Max. No. of Participants: 2

Registration fee: Rs.150 (For single entry)

Rs.200 (team of two)

No. of rounds: 3

Introduction:

Algoholics, as the name suggests, is an algorithm-based event which tests your logical thinking rather than testing your coding abilities. The motto of the event is Think efficient, build efficient.

The following are the rounds in the event:

Round 1- Logical questions +Answering from pseudo code (40 mins)

PART A:

Questions to test your logics, basic aptitude and computer knowledge will be asked.

PART B:

The participant will be provided with a pseudo code on which an input will be given and output is to be answered.

Round 2-Worst Coder (30 mins)

This round will consist of a twist. The participants are now supposed to print simple output such as 'Hello World!' using a program consisting of a lengthy logic.

(Unnecessary extension is not permitted for eg: avoid using next lines and recursion.)

Round 3- Algorithm development (60 mins)

A problem statement will be given for which an algorithm has to be built. The algorithm will be evaluated on the basis of its correctness, efficiency and time for solving (quickness). Evaluation will be done by judges from the industries.

QUERYSENSE

Max. No. of Participants: 2

Registration fee: Rs.150 (For single entry)

       Rs.200 (team of two)

No. of rounds: 3

Round 1- MCQ Round (30 min)

Contestants will have to answer set of questions. Questions will be multiple choice and the contestants have to choose the appropriate one. MCQ's will be based on MySQL storage model and basic SQL queries.

Round 2- Query War (30 min)

This round will test the skills of the contestants to fire queries. An ER-diagram will be given to the contestants from which they have to develop a database and fire the queries accordingly.

Round 3- Schema Development (60 min)

This round will include the development of schema based on given queries. The contestants will have to decide the tables and attributes based on queries provided to them. At last they have to decide the relationships between the schemas and also have to draw an ER-diagram based on the devised relationships.

RUBIKS CUBE

Max. No. of Participants: 1

Registration fee: Rs.150 (Single entry)
No. of rounds: 3

Round 1- Speed Cubing (30 min)

Contestants will receive a scrambled Rubik's Cube and they have to solve it as fast as possible. Contestants will start the attempt after 10 seconds of inspection time.

Round 2- Fastest Hand(60min)

In this round Contestants will receive a scrambled Rubik's Cube and they have to solve it as fast as possible using only one hand. There is no inspection time. Only one hand is allowed to touch the Rubik's Cube at all time, Contestants may switch hands whenever necessary. For each time participant is found using both hands, 10 seconds time penalty will be applied.

Round 3- Re-Scramble (60min)

In this round Contestants will receive two Rubik's Cubes. A scrambled one, and a solved one. There is no inspection time. The athlete has to replicate the pattern of the scrambled cube on the solved cube.

BE PROJECT

Max. No. of participants: 3
Registration fee: 300/-
(50/- for extra member)
No. of rounds: 2

Introduction:

For all final year students, Texephyr'18 provides you a platform to demonstrate your talent. The event has received an overwhelming response in the past few years with students from different colleges enthusiastically being a part of it. The contest, being judged by highly qualified faculty members and industrial experts, provides hands-on experience for industrial projects and gives students a rare chance for open interaction with industrial expertise.

Rules:

· This event is for students from E &TC, ETX, Computer, IT and Mechanical branches
only.
· Computers and Power Supply would be provided by us.
· Any other equipment/prerequisite must be borne by the participants.
· The decision of the judges would be final and binding.
· Participants should only be from recognized educational institutes/universities.
· Participants have to bring their College ID cards and the receipt of registration during reporting.
· Time slots will be given and participants are expected to follow it strictly.
· Participants are expected to give their correct contact details, so as to inform them about the results.
· Details of the round will be disclosed at the time of event.
· Rules may be changed without prior intimation. Participants are requested to check the TEXEPHYR website regularly for updates.