



Hello World!



We are proud to present the first iteration of **Byte.IT**, a one-of-a-kind tech symposium organised by **Byte Club**, the computer club of **Bal Bharati Public School, Pitampura**. Each event at Byte.IT is crafted by passionate tech enthusiasts, for passionate tech enthusiasts. It gives us immense pleasure to invite you to participate in this event, enthusiastically and in good spirit.

Date

Jul 24, 2018
8:30 am

Venue

Bal Bharati Public School
Pitampura

Confirm your attendance as soon as possible.

REGISTER NOW

byteclub.in/byte_it/register

GUIDELINES

The first rule of Byte Club is ...

3. Students of each school must be accompanied by a teacher-in-charge.
4. We will strictly stick to the schedule. Plan to arrive by 08:30 am.
5. Organizers will hold the right to disqualify any team for using unfair means or behaving inappropriately.
6. Judgment will be based on fixed criteria that will be announced before each event. We will assure that scores given to you are well reflective of your performance and unbiased. Hence, the decision of the judges will be considered final and binding.
7. To be eligible for the overall trophy, a school must participate in at least 4 events.

QUESTIONS?

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UPDATES.

Follow us on Facebook

fb.me/byteclubbbpspp

Events

[1] CREATIVE COMBAT

```
while (true) {  
    shout("Developers!");  
}
```

Age restriction: none
Teams / institution: 1
Members / team: 3

Design, develop, describe a web-based application.

Rules

1. Plagiarism is strictly prohibited. Usage of templates will be highly criticized. You must declare the source of each font, framework, library, or any other downloaded package that your website depends on but was not developed by you.
2. The front end of your application must utilize current versions of web-development languages. (See w3.org standards for the current version.)

Preliminary Round

- The prompt will be revealed on Jul 12 2018, 00:00:00 IST at byteclub.in/byte_it/creative_prelim and our Facebook page.
- Creators of the top submissions will be invited to compete in the final round.

Final Round

- You may use anything from plain, old code comments to a promotional video for presenting your application. Bring your own devices if you need to.
- Further details will be revealed after the announcement of results of the preliminary round.

[2] HACK OVERFLOW (PROGRAMMING)

```
#include "brain.h"  
...  
solve("problems");
```

Code. Compile. Conquer.

Age restriction: none

Teams / institution: max. 2

Members / team: 2

Programming Environment

Permitted languages: C, C++, C#, Java, Objective C, Javascript, Python, Ruby, PHP, Lua, ERLANG, Go, Clojure, R, Swift. Visit hackerrank.com/environment for more details.

Preliminary Round

- The contest will be held from Jul 15 2018, 16:00:00 IST to Jul 15 2018, 18:59:59 IST.
- Further details will be announced on Jul 12 2018, 00:00:00 IST at byteclub.in/byte_it/programming_prelim and our Facebook page.
- Top programmers will be invited to compete in the final round.

Final Round

- Each team will be provided with 1 computer which will have at least the following software installed: Sublime Text 3, Code::Blocks, GCC, and a web browser. You may also use Hackerrank's in-built IDE.

[3] GEEK-O-PEDIA (TECH QUIZ)

"Are you the Quiz-Pro-Duo?"

Age restriction: none

Teams / institution: 1

Members / team: 2

Rounds

There will be two, on-the-spot rounds:

1. Written round
2. On-stage round

Top quizzers from Round 1 will battle it out in Round 2.

[4] SUMO WARFARE (ROBOTICS)

Brawn over Brains.

Age restriction: none

Teams / institution: 1

Members / team: 2

Task

- Create a fighter robot. Your robot may simply rely on its momentum to defeat its opponents or may even be equipped with weapons.
- The robots will battle in an area on the floor enclosed by a marked boundary, henceforth referred to as “arena”.
- Your robot will be declared defeated on any of the following events:
 - Any part of the robot touching the ground, such as a wheel, comes out of the arena. In case of a robot that does not touch the ground at all, its entire projection on the ground will be considered touching the ground.
 - Your robot is unable to locomote, even when instructed to do so by the referee.
 - The robot raises a pre-decided white flag, or its human operator explicitly speaks a pre-decided safe word, such as “Mercy!”

Restrictions

- Your robot must be your own creation. However, off-the-shelf parts, such as motors, micro-controllers, and sensors are permitted for obvious reasons. The design must be your own, and you must be able to justify it as your own creation.
- Use only melee weapons. If you want to use a ranged weapon, it can not have a range of more than 25 centimetres. The weapons may only do bludgeoning, piercing, slashing, or psychic damage. Acid, cold, fire, force, lightning, necrotic, poison, radiant, or thunder damage is not permitted. See [Dungeons and Dragons damage and healing](#) for clarification.
- Your robot must **strictly** obey Isaac Asimov’s “Three Laws of Robotics”:
 1. A robot may not injure a human being or, through inaction, allow a human being to come to harm.
 2. A robot must obey orders given it by human beings except where such orders would conflict with the First Law.
 3. A robot must protect its own existence as long as such protection does not conflict with the First or Second Law.
- The dimensions of the robot at the start of each round is restricted to the following:
 - $0 < \text{width, length} \leq 50$ centimetres
 - $0 < \text{height} \leq \text{height of the human operator}$
- The human operator may simply switch on a fully-autonomous robot when the round starts, or continuously transmit instructions to a partially autonomous robot using a controller during the round. The operator will not be permitted to enter the arena, and hence, the controller must be connected to the robot either wirelessly or using a cable you deem long enough.

[5] COUNTERFEIT REALMS (GAME DEVELOPMENT)

Develop an interactive game based on an original idea; no counterfeits.

Age restriction: none

Teams / institution: 1

Members / team: 2

Prompt

The prompt will be revealed on Jul 8 2018, 00:00:00 IST at byteclub.in/byte_it/gamedev_prelim and our Facebook page.

Preliminary Round

Submit a short video in which you outline the basic idea behind your game, describe its mechanics, show a little preview, and talk about the development process.

Final Round

Present your game to a panel of judges. Bring your own devices to run the game. Be prepared for cross questioning.

[6] 404 (SURPRISE)

```
if (!prepared) {  
    prepared = true;  
}
```

Age restriction: none

Teams / institution: 1

Members / team: 2

Riddle me bit, riddle me byte.

Preliminary Round

- Cryptic questions in an online, capture-the-flag format.
- The contest will be held from Jul 20 2018, 00:00:00 IST to Jul 21 2018, 23:59:59 IST.
- Login details will be emailed to you by Jul 18 2018, 23:59:59 IST. Contact us immediately if you don't receive the email.
- Gather all the help you need.

Final Round

Surprise, surprise!

Schedule

Time				
08:30 to 09:00	09:00 to 10:30	10:30 to 12:30	12:30 to 12:45	12:45 to 13:15
R e g i s t r a t i o n	Creative Combat Creative		Break	Award Ceremony
	Hack Overflow Programming			
	Geek-o-pedia Quiz Prelim	Geek-o-pedia Quiz Final		
	Sumo Warfare Robotics			
	Counterfeit Realms Game Development			
	404 Surprise			



Sr. Computer Lab



Md. Computer Lab



Pr. Computer Lab



Sr. Library



Jr. Library



Reception



Skating Rink