KRATOS 2.0
CODE 'BAT'TLE

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RULES

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1. The participants can either participate as a team or an individual. The maximum number of members in a team is three.

2. Each team is provided with 30 minutes to complete the event.

3. The monitor will be turned off once the participants start to code.

4. The participants are allowed to switch on the monitor three times, each time for one minute.

5. The participants must identify the errors and bugs within the time and must switch off the monitor within the specified time limit.

6. In the last interval to switch on the monitor, the code will be finalized.

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