



3RD-5TH APRIL

Any intelligent fool can make things bigger, more complex, and more violent. It takes a touch of genius - and a lot of courage - to move in the opposite direction. Yes! The new electronic interdependence recreates the world in an image of a global picture. Day in and day out the major chunk of technological breakthroughs can be attributed to electronics. So here is a chance to revisit and at the same time to explore the whole new world of electronics!

GAME RULES

- A team can be of a maximum of 3 members, each of whom should be a college student and must be able to produce college ID card as and when required.
- Use of calculators, mobile phones or any other electronic gadgets is strictly prohibited.
- Use of any of the above mentioned equipment may lead to straight disqualification.
- Decision of the coordinators shall be final & binding.

ROUND 1

- This round shall consist of 30 multiple choice questions from the subjects of electronics engineering.
- Time limit for this round is 45 minutes.
- Each correct answer will carry 1 mark and there is no penalty for wrong answers.



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ROUND 2

- This round will consist of 8 to 10 subjective questions from all subjects of electronics.
- Time limit for this round is 45 minutes.
- The marks allotted for every question shall be mentioned in the paper itself.

ROUND 3

- This will be a practical on spot round varying from electronics circuit design to microprocessor programming.