

CODE MANIA

“It's hard enough to find an error in your code when you're looking for it even harder when you've assumed your code is error-free.”

INTRODUCTION:

Computers are becoming the heart & soul of most of our activities, but where does the heart of a computer lie??

It's the computer programs or the codes which do everything from controlling a toy bus to an automatic machine, from the simple calculator in your hand to the most powerful supercomputer, from the tiny digital watches to the space rockets everything thrives on the computer codes!!

So let us hone our skills and unleash the programmer within us.

Welcome to **Code Mania: The Battle of programmers**, over 100 teams would battle through 3 levels of programming but only 3 teams shall become the **TITANS OF CODING!**

Do you have it in you to become the Perfect Programmer???.....

Languages: C, C++ or JAVA

Software: C, C++ or Java using IDEONE (online compiler)



PROBLEM STATEMENT:

Stage-I

Time: 30 minutes

Tasks:

- There will a quiz based on basics of C and C++ and JAVA language.
- The Participant has the choice to give test in any one of the above said language in which they feel themselves most comfortable.
- But they will have to continue with the same language chosen for the next levels.
- The quiz will be containing 100 questions.

Only 30 participants will make it to the 2nd stage.

Stage-II:

War of the Perfects!!!

Time: 150 minutes

Tasks:

ALL THE FINALISTS WILL BE GIVEN THE SAME TASK!!

Within the provided time all the teams will have to develop an application on any of the language whichever they have selected at elementary level.

RULES & REGULATIONS:

- Language (C, C++ or JAVA) selected during registration.
- For the final day language won't be a bar.
- Decision of judges will be final.
- Get your time noted as soon as your task is over.

JUDGING CRITERIA

- Only 30 participants will be selected from first round (ranking according to their year and language chosen).
- If in final round **no team** is able to develop the particular application then the closest three teams will be selected.

TEAM SIZE

Individual participation.

ELIGIBILITY CRITERIA

- All students must have a valid registration card issued by ISF (Organising Body) along with the identity card of their respective educational institute.
- Non-JUET participants must possess an Accommodation Confirmation Letter (ACL) issued by the organising body at the time of registration. Registration card will not be issued without ACL.

EVENT MANAGERS

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