



**Let's 'C' if u can survive
(C/C++ Debugging)**

INTRODUCTION

Every programmer who has crossed skill levels beyond the "hello world" phase has learnt to fear those mysterious entities called bugs. Seeing the 'segmentation fault' on the screen chills down the spine of even some veterans! Contestants has to survive through 3 disasters which reflects 3 levels of the event.

Think you are up to it? Are you one of those gifted few who are sharpest n quickest enough to survive in a disaster by spotting a bug like the eagle does a mouse? If your answer is yes then this event is made for you!!! Register and get a chance to show your special skills to world!!!

EVENT FORMAT

The event comprises of three levels:

1. Preliminary (Landslide)
2. Rapid debugging (Earthquake)
3. Thrilling Finals (Tsunami)

Prelims (Landslide):

Consider this level as a landslide in which Contestants has to face rockfalls in the form of some multiple choice questions based on C/C++ code snippets. Survivals of landslide will be facing new disaster in the next level.

Rapid debugging (Earthquake):

This round comprises of some C/C++ codes and the bugs are to be found. Here the speed matters. Faster you crack the bugs, more are the chances to survive in this disaster. Higher number bugs you find, higher is your score and higher is the possibility of you entering in thrilling finals.

Finals (Tsunami):

This round also comprises of C/C++ codes and the bugs are to be found. Get ready to compete with the sharpest and fastest minds with a passion for the debugging. Only lightning fast responses and out of the box thinking can sail you through the tough disaster of Tsunami. The one who survives is the Winner.

Judges decision will be final.

RULES

The environment will be either a Linux Based OS with Emacs/vim/Gedit as text editor and gcc as compiler or Windows XP OS with Turbo C as IDE.

- 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

REGISTRATION FEES - 80(single) 150 (for team of two)

FAQ's

1. What is the team structure?
 - Team may consist of at most 2 members. Members can be from same or different institutions. No person may be a part of multiple teams for the same event. However, participants should only be from recognized educational institutes/universities.
2. What things are the participants expected to bring?
 - College ID cards and Receipts of registration.
3. Which IDE (Integrated Development Environment) will be provided?
 - The environment provided will be Linux Based OS with emacs/vim/gedit as text editor and gcc as compiler or Windows 7 OS with Turbo C as IDE.
4. Can I register on the day of the event?
 - We normally keep registrations open even on the event day. But if we feel that the number of teams is exceeding the limit set by us, we may have to close on-spot registrations. It is highly recommended that registration be done prior to the event day.
5. Which debugger will be provided?
 - Debugger will be **KDbg** or **gdb** for linux based platform or **Turbo debugger** with Turbo C IDE on Windows XP

CONTACTS:

Sneha- 9689952087

Anjani- 9405436093