

# COGNIZANCE 2K24

**Faculty of Technology & Engineering**

**Chandubhai S Patel Institute of Technology**

**Department – Computer Science & Engineering/Artificial Intelligence and  
Machine Learning**

**Title of Technical Event: Code Mania**

## **Event Coordinators:**

### **Faculty Coordinators**

1. Prof. Hemang Anilbhai Thakar ( Contact no: 9409404004)
2. Prof. Dhara Dineshkumar Solanki ( Contact no: 8396, 8238448451)

### **Student Coordinators**

1. Yuvraj Dilipsinh Bodana ( Student ID: 21CS004, Contact no:9662037136)
2. Apurv Pareshbhai Chudasama ( Student ID: 22CS016, Contact no:9409339698)
3. Rudrik Kaushikbhai Patel ( Student ID: 22CS063, Contact no:6352354925)
4. Jayraj Shantilalbhai Lakkad ( Student ID: 22CS033, Contact no:9081196686)

## **Event Description:**

Code Mania is an intense and fast-paced coding competition that challenges participants' coding skills, problem-solving abilities, and time management. The event is designed to push participants to their limits as they tackle a series of coding challenges within a limited timeframe. Participants will have the opportunity to showcase their technical prowess and compete against other talented coders.

## **Team Specification:**

**No. of Participants per entry/ Team: Minimum 2 and Maximum 3 members**

Participants can form their teams with their friends and register.

Teams must have a designated team leader who will act as the primary point of contact with the event organizers.

The Registration Fee: 30 Rupees per Student

## **Task:**

The event will consist of multiple coding problems of varying difficulty levels.

The problem set may include algorithmic challenges, data structure manipulation, logical puzzles, or real-world coding scenarios.

Each problem will have a specific set of input and output requirements.

### **General Rules and Regulations:**

- **Programming Languages and Tools:**
  - Participants are free to choose any programming language(s) they are comfortable with.
  - The event organizers will provide a standardized coding environment or platform for participants to write and test their code.
- **Time Limit:**
  - The event will have a duration of 120 minutes.
  - Participants must attempt to solve as many coding problems as possible within the given time limit.
  - The team with the highest number of correctly solved problems in the shortest time will be declared the winner.
- **Code Submission:**
  - Participants must submit their code solutions within the given time limit.
  - Each solution must be accompanied by a brief explanation of the approach or algorithm used.
  - Code submissions should adhere to the specified input and output requirements for each problem.
- **Collaboration and Resources:**
  - Participants are not allowed to collaborate or seek assistance from individuals or teams outside their own team during the event.
  - Usage of any external resources, including the internet and mobile phone, is strictly prohibited unless explicitly specified by the event organizers.
- **Fair Play:**
  - Participants must maintain fair play throughout the event.
  - Any form of cheating, plagiarism, or unethical behavior will result in immediate disqualification.
- **Equipment and Environment:**
  - Participants are required to bring their own laptops or coding devices with the necessary software and tools pre-installed.
  - The event organizers will provide a suitable coding environment or platform for participants to use during the competition.
- **Judging Criteria:**
  - The judging will be based on the correctness of the code solutions.
  - In the case of ties, the time taken to solve each problem will be considered to determine the rankings.

➤ The decision of the Organizers:

- The decision of the event organizers will be final and binding.
- The organizers reserve the right to disqualify any participant or team found violating the rules or acting against the spirit of the event.

**Rounds:**

One Round

Duration: 120 minutes

**Event Rules:**

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