COGNIZANCE 2K24

CSPIT CE

Title of Technical Event: Healthy Switching

Event Coordinators:

Faculty Coordinators

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Student Coordinators

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Event Description:

The event is a two-day programming competition designed to test participants' puzzle solving knowledge, coding skills, and debugging abilities. It consists of three main segments: Maze game, Coding, and Debugging.

Team Specification:

No. of Participants per entry/ Team: 3

Individuals have to form a team of three members.

Task:

Task 1 : Maze Game.

Task 2 : Coding Round

Task 3 : Debugging Round.

Task 4 : coding round but with a minor change that at the end of every switch the team participant will have to drink a carbonated beverage within a given set of time.

General Rules and Regulations:

1. Individuals have to form a team of three members.
2. Fair Play: Participants must adhere to the principles of fair play throughout the competition. Cheating, plagiarism, or any form of unfair practices are strictly prohibited. Violation of fair play rules may result in disqualification.
3. Organizer's Decisions: The organizers have the final authority to interpret the rules, make decisions, and resolve any disputes that may arise during the competition. Participants must respect and comply with the decisions made by the organizers.
4. Tiebreakers: In the event of a tie, the tiebreaker rules will be determined by the organizers. The organizers may consider various factors such as performance in specific segments, additional challenges, or any other criteria they deem suitable.
5. Code of Conduct: Participants must follow the code of conduct specified by the organizers, which includes maintaining a respectful and inclusive environment throughout the competition.
6. Disqualification: The organizers reserve the right to disqualify any participant or team found violating the rules or engaging in misconduct during the competition.

Rounds:

Day 1:

Round 1: Maze Game
- This round is for registered teams, and only the team leader is allowed to participate. One team contains 3 members.
- The goal is to complete a maze within a given time limit of 30 minutes.
- Out of 100 teams, the first 70 teams to complete the maze will qualify for the next round.

Round 2: Coding Competition Relay
- All team members will be mixed up among the participants.
- Teams will compete in a coding relay, where each member takes turns coding for 1 minute before passing it to the next team member.
- There will be 2 easy coding questions to solve.
- The platform used for this round is Hackerank platform.
- After this round, 50 teams will be shortlisted to proceed to the next round.

- The time allocated for this round is 30 minutes.

Day 2:

Round 3: Relay Debugging
- In this round, participants need to debug and make changes to code using a notepad.
- Similar to Round 2, teams will compete in a relay format where each member takes turns debugging the code.
- 25 Teams will be selected.
- The time limit for this round is 30 minutes.

Round 4: Relay Coding
- This round is similar to Round 2, where teams compete in a coding relay.
- However, in this round, participants must drink a bottle of carbonated drink before changing positions.
- 2 winners Team will be selected.
- The time limit for this round is 30 minutes.

Event Rules:

1. Individuals have to form a team of three members.
2. You should be able to write the code in any of the below mentioned language(C/C++/JAVA/ PYTHON)
3. There will be four rounds.
4. All the rounds except the first round would be a relay based round where team members will have to switch between themselves.
5. Round 1st and 2nd will be conducted on 1st day and rest two will be on 2nd day.
6. 1st round will be puzzle solving round.
7. 2nd round will be coding round
8. 3rd round will be a debugging round.
9. 4th round will again be of coding round but with a minor change that at the end of every switch the team participant will have to drink a carbonated beverage within a given set of time.

10. During the relay-based coding competition no information must be passed between team members, any team found doing malpractices will be disqualified. Malpractices include usage of any electronic devices, oral communication, or any other practice which the organisers find unhealthy for the event.