COGNIZANCE 2K24

DEPARTMENT OF COMPUTER ENGINEERING, DEPSTAR

Title of Technical Event: Relay and Blind Coding

Event Coordinators

Faculty Coordinators

1. **Prof. Bhavika Patel (Contact no:8128047579)**
2. **Prof. Sachi Joshi (Contact no:8460364291)**

Student Coordinators

1. **Mahek Viradiya (Student ID: 21DCE152, Contact no :9099985900)**
2. **Hetvi Bhadani (Student ID: 21DCE004, Contact no :7567747001)**
3. **Hitwanshi Dalsania (Student ID: 21DCE015, Contact no :7383797605)**
4. **Ninad Vyas (Student ID: D22DCE190, Contact no : 78029 83172)**

Event Date : 19/1/2024

Event Description and Rules: -

Divide students into groups of 3. Competition is of 3 rounds. Each round features two key phases: Problem Statement Discussion and Blind-Relay Coding. In the initial phase, team members collaborate to strategize based on a provided problem statement. After discussing the problem statement, participants move to the Blind Coding phase, where they write code on a blank screen. The challenge continues with a relay-style queue, with each student coding for a specific time period while performing blind coding, and their co-team members taking turns to complete the task within a specific time duration.

A participating certificate will be provided to all Participants and the top 3 teams can win exciting prizes.

Team specification:

- Group event
- 3 participants per team.
- Participation fee per team: 300/- Rs
- No of Rounds: 3
  Note: Complexity of problems will increase round by round.

Event Rules for each round:

Round 1:

- **Problem Statement:** Problem statement or coding challenge is presented to the participants. Difficulty level easy.
- **Discussion Time (5-7 minutes) :** Before participants start coding, there is a discussion phase. In that time the team can write the code in a paper and discuss the solution for the problem.
- **Blind and Relay Coding (6-9 minutes):** participants must code in a sequential order in Blind Coding way, where they write code on a blank screen. each member takes turns to code for a specific duration, then passes to code to the next member.

Round 2:

- **Problem Statement:** Problem statement or coding challenge is presented to the participants. Difficulty level medium.
- **Discussion Time (5-7 minutes) :** Before participants start coding, there is a discussion phase. In that time the team can write the code in a paper and discuss the solution for the problem.
- **Blind and Relay Coding (10-15 minutes):** participants must code in a sequential order in Blind Coding way, where they write code on a blank screen. each member takes turns to code for a specific duration and can write code in a paper while their respective turns, then passes to code to the next member.

Round 3:

- **Problem Statement:** Problem statement or coding challenge is presented to the participants . Difficulty level Hard
- **Discussion Time (8-10 minutes) :** Before participants start coding, there is a discussion phase. In that time the team can write the code in a paper and discuss the solution for the problem.
- **Blind and Relay Coding with upside Down keyboard (15 -17minutes):** participants must code in a sequential order in Blind Coding way, where they write code on a blank screen and the keyboard would be upside down. each member takes turns to code for a specific duration, then passes the code to the next member.

General Rules:

1. **Team Composition:** Teams has to be composed of three participants. Each team member has a specific role and contributes to the coding process.
2. **Language and Tools:** The coding event may specify the programming languages and tools that participants are allowed to use. These languages are C, C++, Java, and Python. Participants are not allowed to use their personal laptops or any other digital device for maintaining fairness.
3. **Problem Statement:** At the beginning of the event, teams are provided with a problem statement or a set of coding challenges they need to solve.
4. **Judging and Evaluation:** The code produced by each team is evaluated based on predefined criteria, such as correctness, efficiency, readability, and adherence to coding standards. Judges may also consider the overall teamwork and collaboration exhibited by the participants.
5. **Penalties:** Penalties may be applied for various reasons, such as exceeding time limits, violating event rules, or producing incorrect or non-functional code. Penalties can affect the team's overall score or result in disqualification, depending on the severity of the violation.
6. **Time Limit:** There is a predefined time limit for the entire competition. This limit is divided into different stages.
7. **No Communication:** Teams are not allowed to communicate internally with their team members during the blind and relay coding phase. As well as communication with other teams or external resources may be restricted to ensure fairness.