CODE-STORM

- **PROBLEM STATEMENT: -** Try to program according to provided specifications.

- **GENERAL RULES:-**

I.   Individuals or teams of up to three people will be allowed to compete. All contestants are required to present a **valid student identification card.**

II.   Contestants cannot bring any notes or textbooks to the contest room. Blank sheets of paper and pencils will be supplied.

III.   Contestants in the same team can discuss the problems they are assigned. However, they should do so in a quiet way and without disturbing contestants in other teams.

IV.   Coordinators will be assigned to observe teams throughout the contest & report any problems or violations of the rules to the Contest Committee.

V.   Reporting time **9:30 A.M** at Engineering Building-I reception, **maximum 3 members** and minimum 1 will be in a single team.

- **PROGRAMMING ENVIRONMENT:-**

I.   Each team will be allowed to use only a single computer and must write and test their programs on that machine, wholly within the contest room.

II.   Contestants may write their programs in whichever language they prefer. Various programming languages will be available including (a) C++ 4.9.2 (Gcc 4.9.2), (b) C 4.9.2(Gcc 4.9.2) (c) Java 8, (d) C#, (e) Python etc.

III.   Teams may submit only a single solution to each problem. Once submitted they cannot be changed.

IV.   Teams may not seek hints and/or ask for leads during the contest. They may, however, submit questions about procedure and/or clarification, in writing, to the website who will ensure that all teams receive the same information as deemed necessary.

- **EVALUATION OF CONTESTENTS' PROGRAMS:-**

I.   All teams will be given the same set of problems to solve.
II.   Each problem will have a specified point value. The more difficult the problem, the more points a correct solution will receive.
III.   Programs will be tested by an online IDE by running them with a set of test

inputs. The output for each test case will be marked as right or wrong using keys prepared before the contest.

IV.   Points will be awarded on passing various test cases.

V.   The Contest Committee will tally the scores for each team and publish a complete list. The teams with the 5 highest scores will be declared the winners and will be invited to take part in the trivia quiz round. The Contest Committee's decision in all matters is final.

- **THE TRIVIA QUIZ ROUND:-**

I.   The top four teams from the programming section will be invited to take part in the Trivia Contest. In the event that any of those teams do not want to compete, their places will be offered to the runners-up in point order.

II.   The contest will consist of a mix of questions, some where all teams answer the same question and can all gain points, others where only the first team to answer correctly gets the points.

III.   Questions will be in three basic categories: (a) computer industry trivia, including people, technical nomenclature, etc., (b) computer history, and (c) formal mathematical, programming and technical computer-related problems.

IV.   The contest will be overseen by two judges whose decision in all matters is final. The top 3 scorers will be garnered with prizes.

CONTACT   DETAILS (WhatsApp only)

ARNAB DATTA: - 7980175903
RITWICK DEY: -   8967772150
PRITHWEE DAS: - 8967774197

PAY THE REGISTRATION FEES Rs.100/- PER TEAM ON THE EVENT DATE AND BRING YOUR SPECIFIC COLLEGE IDs.

Note: Decision taken by the coordinators will be deemed as final. Rounds and prizes are subject to change depending on the number of teams registered.