

# CODE BUSTER

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## I. RULES:

### 1. Round 1: CODE MAGNET

- a. **Total question: 15 (+5 bonuses).**
- b. **Time : DAY 1 ( 11 am to 1 pm)**
- c. In this round students will be provided with **code snippets** (a part of code in random order).
- d. The student needs to arrange these code snippets.
- e. He/she needs to **write and compile the program** after arranging these codes.
- f. Each Question will consist of predefined marks according to their difficulty level.
- g. The student will be judged on the basis of their output, which will be matched with the test cases.
- h. Bonus question will be given only after solving all the primary questions within time frame.
- i. **Students solving maximum question within time frame will reach to next round.**

### 2. Round 2: CODE ZILLA

- a. **Total question: 10 (+5 bonuses).**
- b. **Time : DAY 2 ( 11 am to 12:30 pm)**
- c. The student **cannot solve question randomly** he/she need to solve them in given order.
- d. The student who will solve the question **first** will be given **10 marks**.
- e. The student who will solve the question **second** will be given **7 marks**.
- f. The student who will solve the question **third** will be given **5 marks**.
- g. **After that no marks** will be given for that problem.
- h. All the participants need to solve next question leaving that question for which marks have been distributed.

- i. Bonus question will be given only after solving all the primary questions within time frame.
- j. **The student scoring maximum marks will reach to next round.**

### 3. Round 3: TALE OF CODE

- a. **Total question: 5 (2 bonuses).**
- b. **Time : DAY 2 ( 1 pm to 2 pm)**
- c. In this round the question will be based on **real life problems**.
- d. Whosoever **solves the most wins the event**.

#### Note:

- a) Entry Fees: Rs 50 per person
- b) OUTPUT SHOULD MATCH WITH THE TEST CASES OTHERWISE THE SOLUTION WILL NOT BE ACCEPTED.
- c) DECISION OF THE JUDGES WILL BE CONSIDERED AS FINAL.