



# TECHNOVANZA

Taking technology to society



## Code Swap

### Introduction

Code swap is an event which tests your skill of java and C++ along with team work. It's a co-ordination based programming challenge where the player's code will get swapped in a team . SWAPPING allows the players to code in not only one but two programs in different languages which makes it all more interesting and challenging. So be ready to handle swapping.

### Rules and Specifications

- There will be 3 rounds in all.
- The points from second rounds will be carried forward.
- Prerequisite: Basic programming knowledge of java, C++.
- There can be only two member in each team.
- Eliminations will be decided depending on the number of teams.
- The team cannot be changed after registration.
- After receiving the Problem Statement the Members will not be allowed to discuss the approach to be followed.
- Use of comments and blank lines won't be allowed while coding.
- Participants are not allowed to bring any media devices such as pen drives, CD, DVD etc.
- Any violation of rule may lead to disqualification of your team.
- Apart from these Rules, some additional rules will be disclosed on the spot, if necessary.
- The decision of the organizers is final.

## Gameplay

### **Round 1:**

- In this round the team will be given two problem statements one per members and they have to trace variable's stack (variable's value after each line of execution) individually.
- Both scores will get add up to team's score.
- Marking will be based on correctness of answer.

### **Round 2:**

- Job of both the members will be to write program for the same question but in different language.
- After some time they need to swap amongst each other and code their partners program. (There will be a lot of swapping)
- Marking will be based on time of completion and quality.

### **Round 3:**

- This round will similar to Round 2 with some added difficulty.
- In this round team will be given to solve two programs and the team must obtain the output for both the programs one in java and other in C++.
- After some time, they need to swap amongst each other and code their partners program. (There will be a lot of swapping)
- Marking will be based on time of completion and quality.

## Contact Us

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