



GAME OF THRONES

Introduction

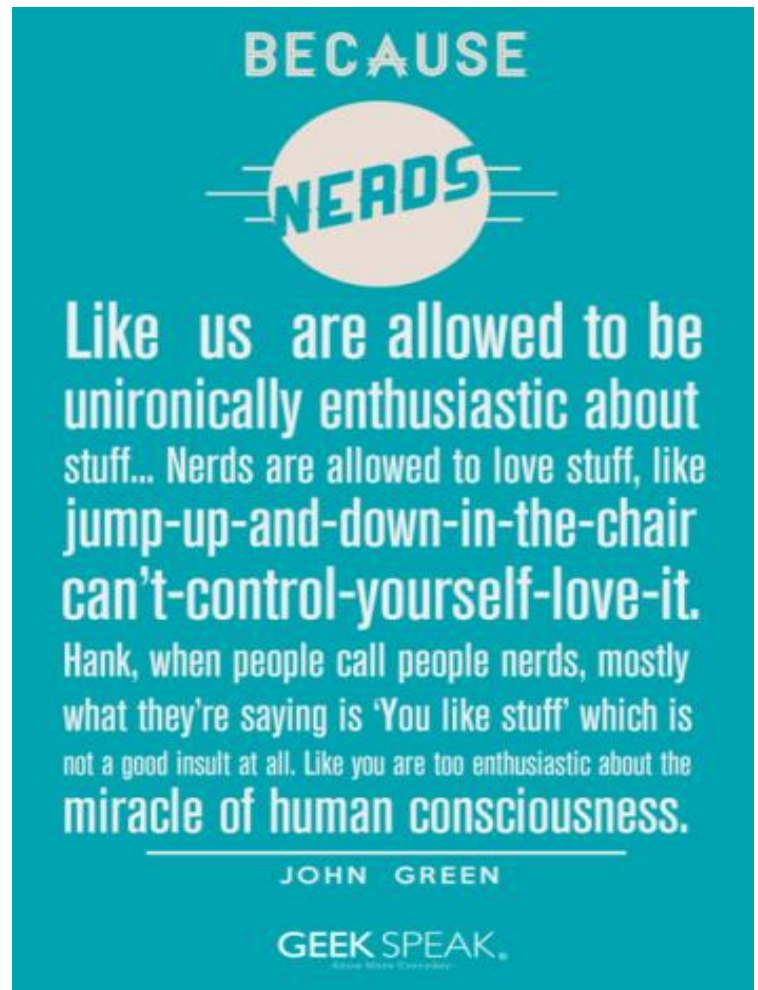
[Nerd (nûrd) n. slang: A person who is single-minded or accomplished in scientific or technical pursuits but is felt to be socially inept. - dictionary.com]

The stereotypical programmer is a shy young man (or woman), scrawny or overweight, probably socially awkward, who works by himself in an 8'x8' cubicle in a bigger room of dozens cubicles, each holding someone just like him. He intensely concentrates on writing cryptic instructions to coax a computer to do what is needed. He can concentrate twelve to sixteen hours at a time and often loses track of time and works through the night to realize what he perceives as an artistic creation. He devotes his evenings, weekends, and summers to work. He subsists on pizza, Twinkies, and Mountain Dew. When interrupted unexpectedly, the programmer may respond with strings of gibberish—"SET PROC DATA STEP LIBNAME RUN!" He has no social life and any hobbies he may have resemble his work. The programmer breaks away from the computer only to attend Star Trek conventions and... *watch Game of Thrones reruns.*

In that vein,

- for the nerds who love Programming,
- for the avid Game of Thrones fans,
- for the Java Lovers,

We present to you **JavaGuru**.



Round 1



On a map of the Seven Kingdoms, the participant has to plot the route through three cities. Name of each city can be found by:

Step 1: Unscrambling Java Keywords (e.g. pmrtioi can be unscrambled to form import and first letters of all the answers might form a city name)

Step 2: A Java based Riddle (for example, answer of the riddle might be rearranged to form the name of a city in the map)

Step 3: Output Prediction of a program whose output is a name of a city on the map.

Participants with correct route proceed to Round 2.

[Time Limit: 30 minutes]

Round 2: Keyboard Encryption [Lannister's Keyboard]



Like the Lannisters, this keyboard cannot be trusted.

The Participant is given a program to code with a virtual Keyboard but the keys are messed up. Every key is coded to some letter x number of letters after it or before it. For example if the key is +1, every key when pressed prints a letter after it – i.e. If you type Q, R is entered; if you type T, U is entered and so on.

To correct the keyboard, Participant has to answer a question.

If he/she answers correctly, keyboard is set to its proper order. If not, the participant is forced to work with the messed up keyboard.

Every three minutes, the order of the messed up key changes and a new question occurs. The key and question are now changed. If the key is now -2, then on typing Q, the second letter before Q i.e. O is entered. Again Participant has to answer a different question to correct the keyboard.

All the participants who succeed in writing the correct code proceed to Round 3.

[Time Limit: 30 minutes]

Round 3: Chain of Programs [Protect the Dragons]



It's Game of Thrones. Of course, there are Dragons.

To gain the Dragons, participants have to code the way through programs.

The Participant is given 3 Algorithms (One for each Dragon) and one sample input for the first algorithm. If correctly coded, the output of the first program becomes input for the next program and so on.

If the final output matches with the one on our paper... You win!

i.e. The participant who successfully codes the algorithms FIRST, wins.

What if there are ties?

Tie Breaker: Lightening Round

The Participant has to work through the maximum possible number of programs in a limited amount of time. The programs are small but so is the time limit. In say 5 minutes, the participant who codes the most number of programs (where each program is correctly coded) wins.