



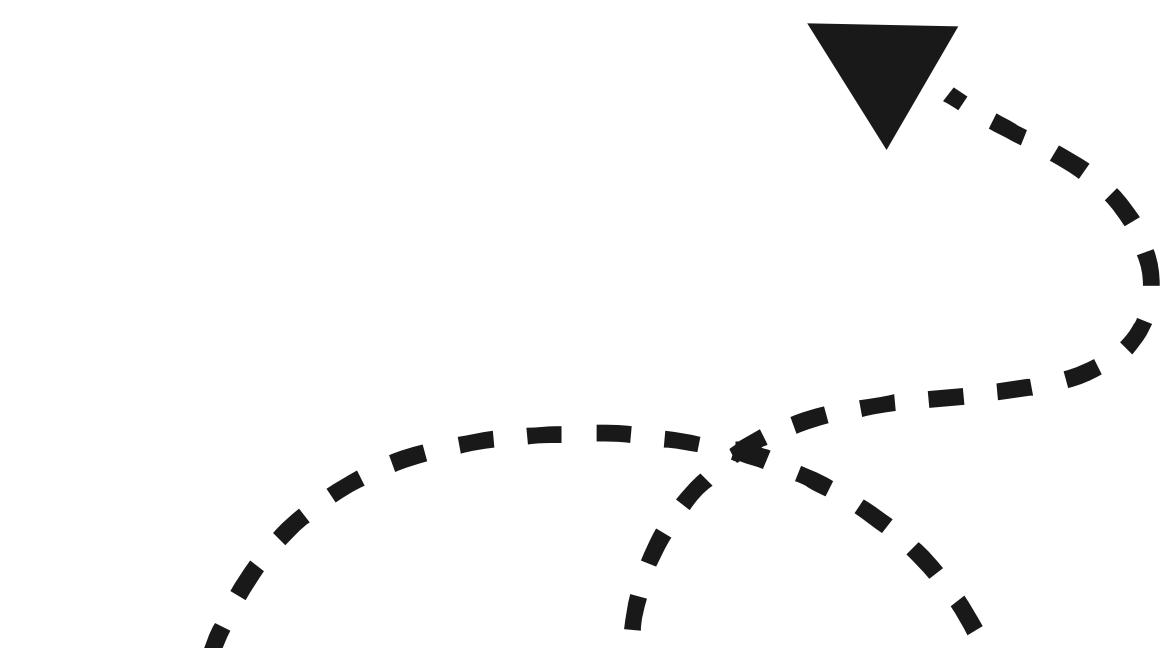
Walchand College Of Engineering, Sangli
(Government-Aided Autonomous Institute)
Vishrambag, Sangli- 416415 (M.S), India



**Prize pool of
worth Rs. 50k/-**

The RuleBook

Techfusion 2k24





CodeDuet

"Two minds, one code"



Round 1

11:00 AM -12:00 PM

Aptitude Round

Duration: 1hr



Round 2

1:00 -2:30 PM

Pattern Coding

Duration: 1hr 30min



Round 3

3:30 -5:30 PM

Classical Coding

Duration: 2hrs



Round 1

(Aptitude Round)

- **Code Duet Round 1 is a mandatory round for all teams.**
- **The round will be held on HackerEarth and will be consisting of General Aptitude MCQ questions.**
- **The difficulty level of the questions will vary from easy to hard.**
- **Each team can use their own laptop or we will provide with one PC to ensure a level playing field.**
- **Any team caught engaging in malpractice will be disqualified immediately.**



Round 2

(Pattern Coding Round)

- Round 2 will be conducted on HackerEarth.
- The duration of this round is 1hr 30min.
- This round will be consisting of simple pattern output, the participants have to write the logic/code that satisfies given output pattern.
- Each team can use their own laptop or we will provide with one PC to ensure a levelplaying field.
- We take the issue of malpractice very seriously, and any team caught engaging in such activities will be disqualified immediately.



Round 3

(Classical Coding Round)

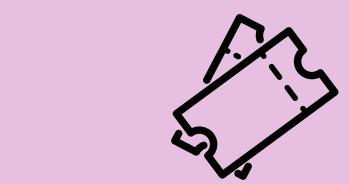
- Round 3 is a classical coding round will takes place on the HackerEarth platform.
- This round will be consisting of the coding questions whose difficulty level varies from easy to hard.
- All programming languages are supported, giving teams the flexibility to use their preferred languages.
- Each team can use their own laptop or we will provide with one PC to ensure a levelplaying field.
- We take the issue of malpractice very seriously, and any team caught engaging in such activities will be disqualified immediately.



RULES



- This event will be conducted in three rounds in strictly offline mode.
- Participants are required to adhere to the rules and guidelines provided on the contest platform.
- The difficulty of the questions will vary. It is not necessary that the first question is the easiest one.
- The top 2 winners will be awarded.



Entry Fees
150/-
(per Team)



Date:
05/09/2024



Venue
IT (Main) CCF,
WCE Sangli

For more details



Mahemud Borgave: +91 7775841645



CodeCrush

"Code until you crack it"

This event will be 2 hour long online coding contest



Round

9:00 -11:00 PM

Coding Round

Duration: 2 hrs



Platform

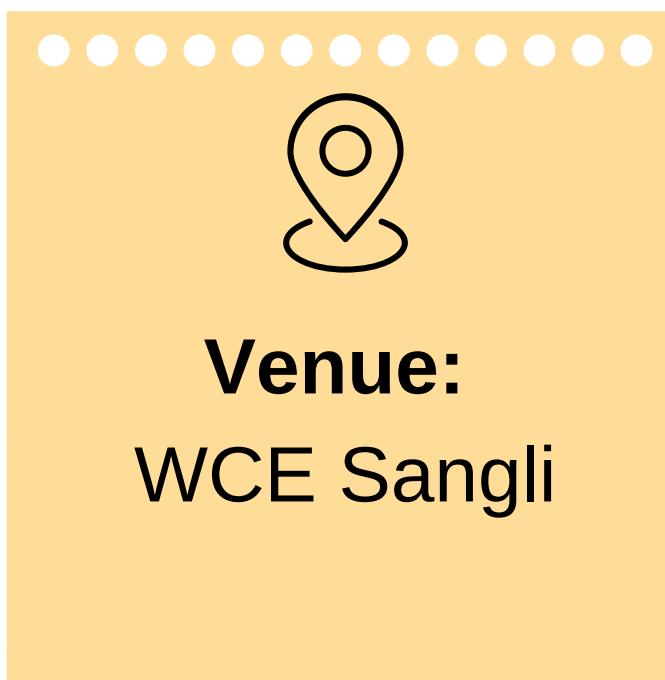
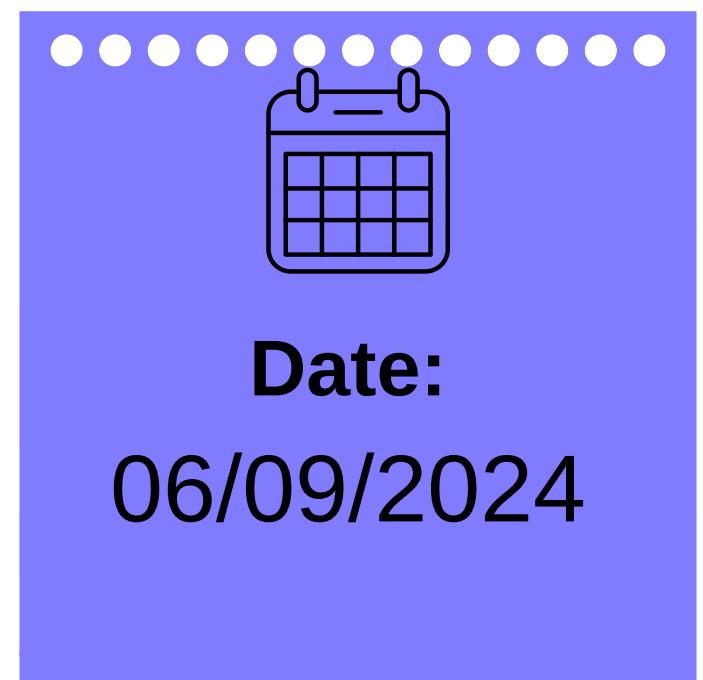
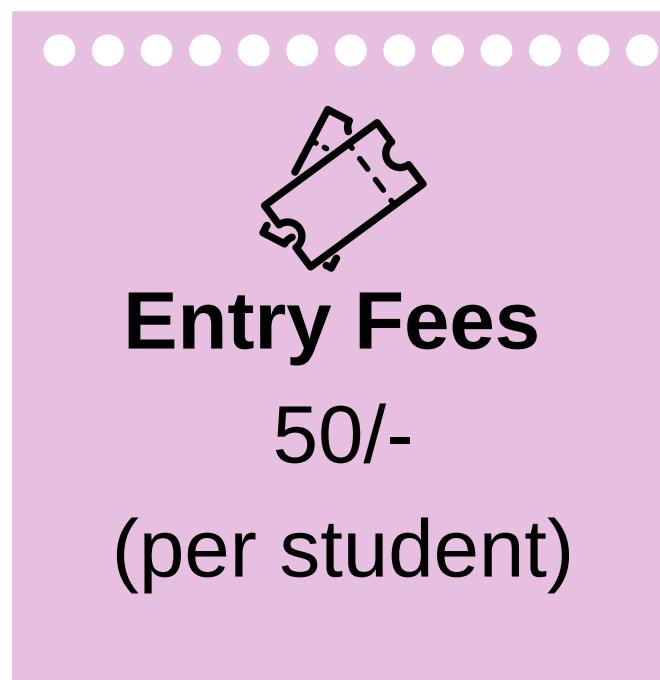
HackerEarth



RULES



- **CodeCrush** is a programming competition offering two tracks: Novice and Expert.
- The Novice track is exclusively reserved for first-year degree, first-year diploma, second-year diploma students, while the Expert track is open to students in their second, third, and final years degree and third-year diploma.
- This event is entirely online, taking place on the renowned HackerEarth platform, a leading resource for coding assessments and skill evaluations.
- Participants will have two hours to complete the contest, which will challenge their programming abilities and technical knowledge.
- The top three performers will receive prizes, with a special recognition awarded to the top female participant.
- Participation in the WCE Campus is not mandatory, as this event is fully remote and accessible from any location.
- We take the issue of malpractice very seriously, and any one caught engaging in such activities will be disqualified immediately. Tab Changes will be detected.



For more details



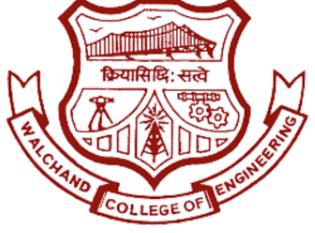
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CloudVerse

"Let's make your cloud journey AWSome"

An intensive 1-day workshop on cloud computing and AWS hands-on included



Session 1 :

9:00 - 12:30 PM

Basics Of Cloud
Computing

Duration: 3:30hrs

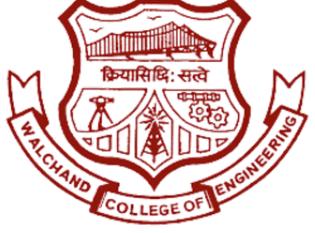


Session 2:

1:30 - 5:00 PM

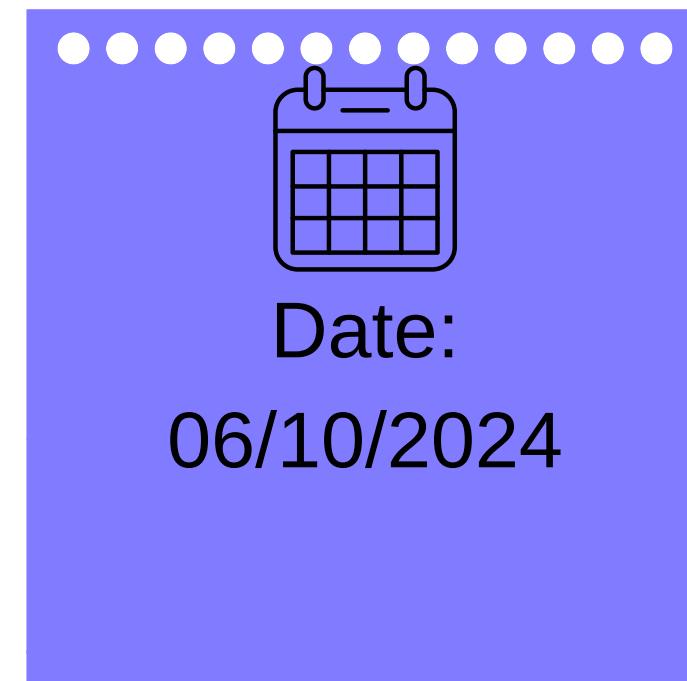
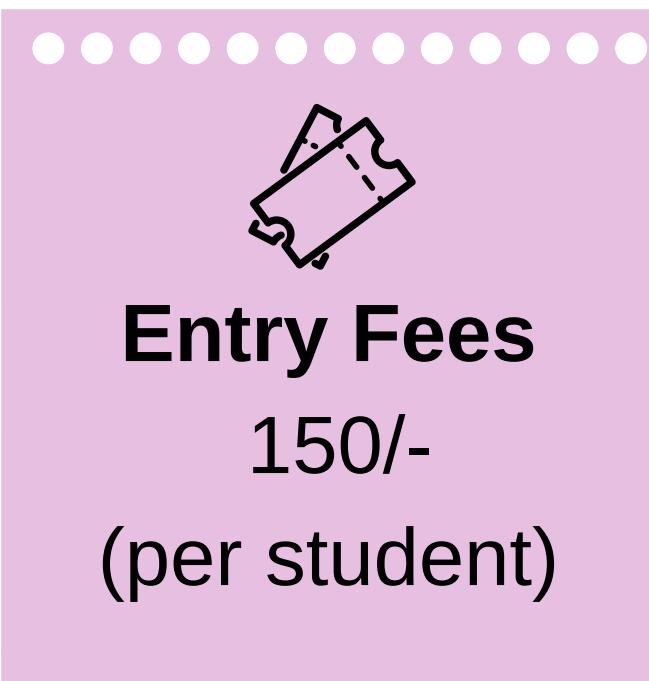
AWS services with
handson

Duration: 3:30 hrs



Contents

- Basics of Cloud Computing & why it is needed
- Architecture of Cloud
- Cloud service providers & introduction to Amazon Web Services (AWS)
- Service and deployment models
- Hypervisor & Virtualization
- AWS Services such as S3, EC2, Lambda , IAM
- Demo and Hands-on, along with quiz at the end



For more details

Aaditya Aparadh : +91 8208056203



Bid 2 Build

"Bid with confidence and win big: Auction excitement awaits!"

**This event will be conducted in three rounds and each round will
be shortlisting round**



Round 1

Cricket Quiz

Duration: 1 hr



Round 2

Retention Team

Duration: 90 min



Round 3

Dream Team

Duration: 3hrs

Round 1

(CricketQuiz)

- Each team will have min. 2 and max. 4 players This round will test your general knowledge of Cricket.
- Some scenarios will be given and participants have to predict the correct answer.
- Each question carries 4 marks for correct answer and -2 for wrong answer.
- Some questions will have multiple correct answers (marks will be given as per the correct options marked).
- In case of tie-breaker the team with least wrong answers marked will be considered.
- Any malpractices will lead to disqualification.
- Teams will be shortlisted for round 2.



Round 2

(Retention Team)

- A common ground and any one cricket format will be given to all teams.
- A fixed credit will be given to each team. A list of players with certain credit will be provided.
- Each group has to make a team of 5 players within that given credit. They have to make a team in such a way that the team consists of 2 batsmen, 2 bowlers and 1 allrounder.
- A team can have a maximum 1 foreign player. At the end of this round their team will be judged. The suitability of the team to the ground conditions will play a key role in determining the final score
- Use of Internet is not allowed for this round.
- Winners will be shortlisted for the 3rd round.



Round 3

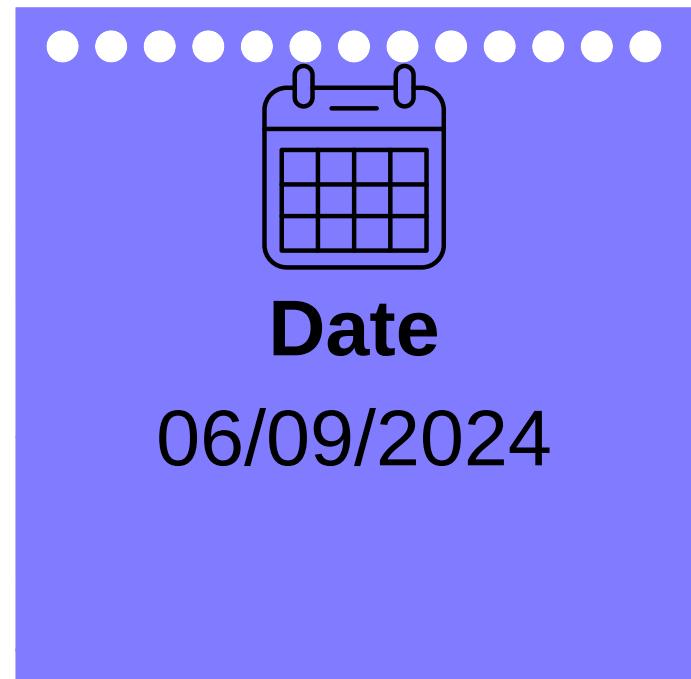
(Dream Team)

- Each team will be assigned a certain amount of money which they can use to bid for a player.
- A team must have strictly 11 players in their squad. 2/3 players will be provided to each team before the start of the auction.
- Base price of the players will be reduced from amount assigned to a team. Players will be categorized into different groups based on their playing style and experience.
- Once a team has exhausted its amount or has a maximum number of players in their squad, they cannot longer bid for a player.
- If there is a tie between the teams, then the team which has more fund remaining will be declared as the winner.
- Use of Internet is allowed.
- Best team which can make the better squad declared as winner. In case of any conflicts, the final decision will be taken by the judges.



Rules for bidding during Auction

- All teams can bid for single player at a time
- Any team who has bid on a player cannot withdraw their bid. Teams have to form a squad of strictly 11
- Total pool of money allocated to each team will be disclosed on the event day
- Each team will be given a bidder's card. They have to lift the card properly for placing a bid
- Once a player has been sold to a team, he cannot be exchanged between any two teams. or each bid, the amount to be increased will be constant and will be conveyed at the time of event
- The auctioneer will only wait for 15 seconds if no team places a bid on any player.



For more details



Atharva Khot: +91 8767865692



Vaibhav Kondekar: +91 8766540830