



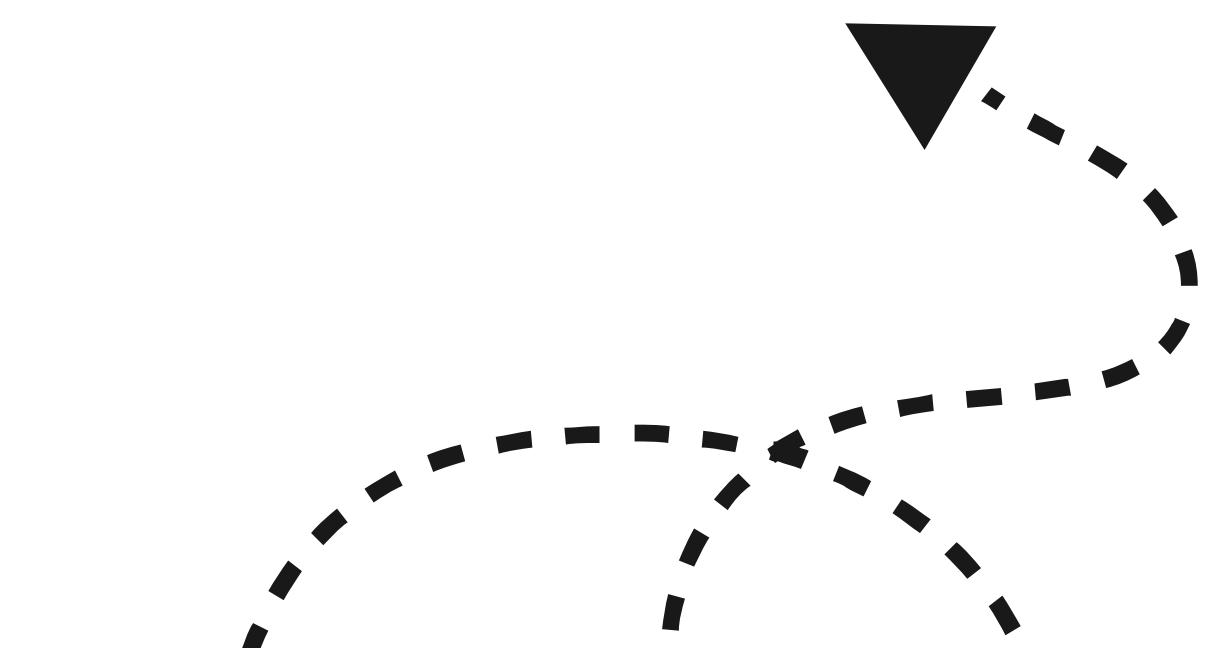
**Walchand College Of Engineering, Sangli**  
(Government-Aided Autonomous Institute)  
**Vishrambag, Sangli- 416415 (M.S), India**



**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 is the final round of the competition and 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)

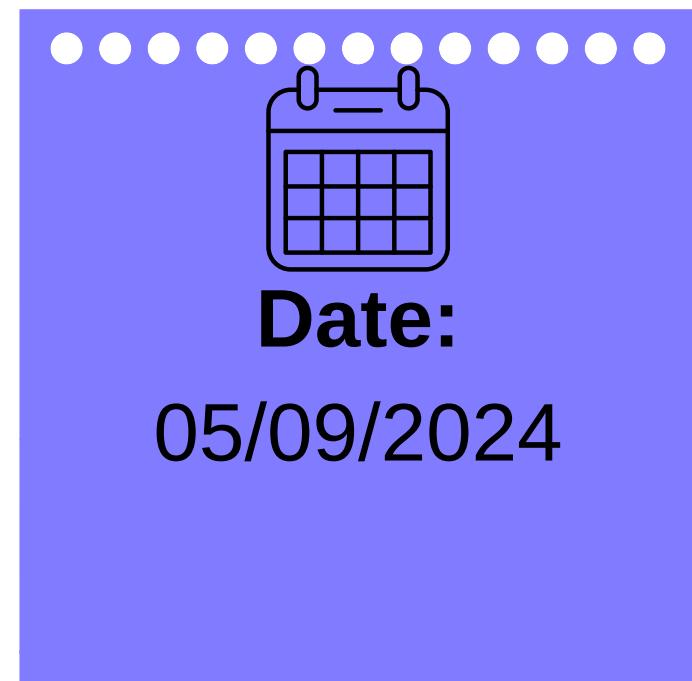
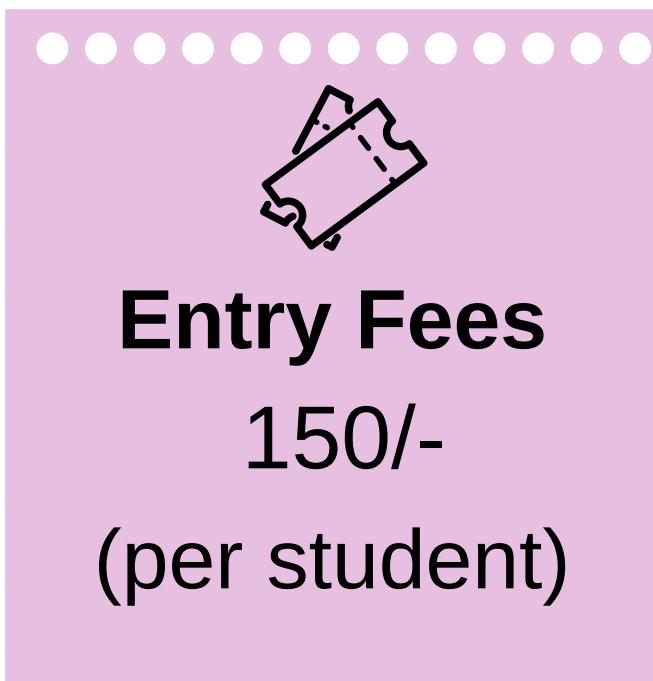
- Round 3 is a classical coding round will takes place on the HackerEarth platform.
- This round will be consisting of the coding questions whose difficulty level varies from easy to hard.
- All programming languages are supported, giving teams the flexibility to use their preferred languages.
- Each 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.



**For more details**

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# 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

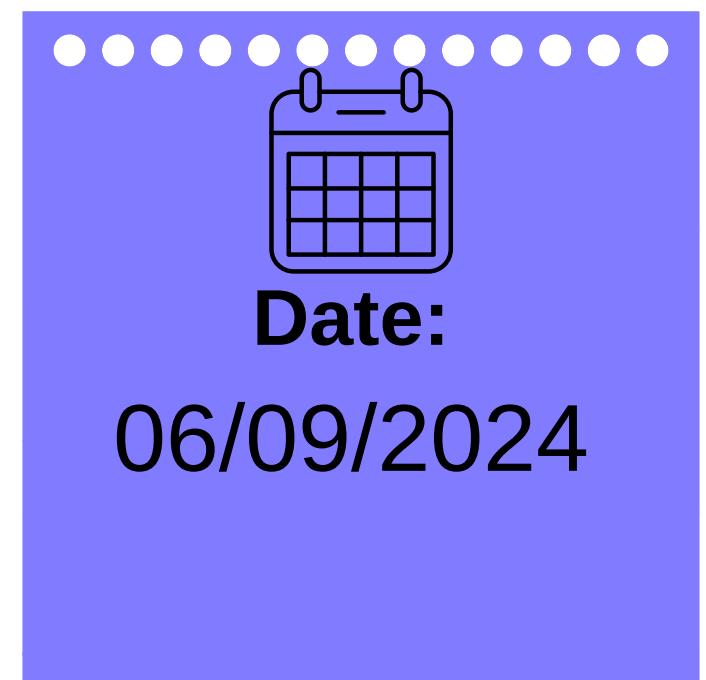
HackerEarth



# 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 four 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.



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**



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**Session 1 :**  
9:00 - 12:30 PM  
Basics Of Cloud  
Computing  
Duration: 3:30hrs

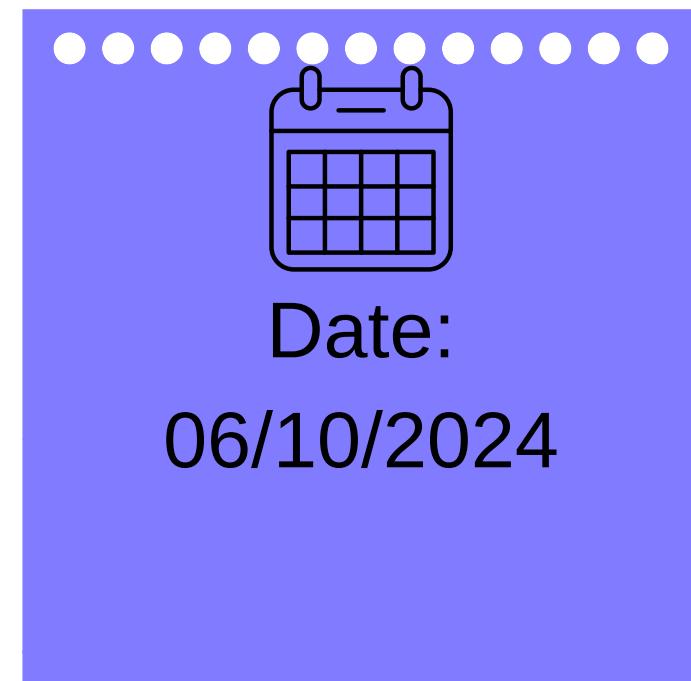
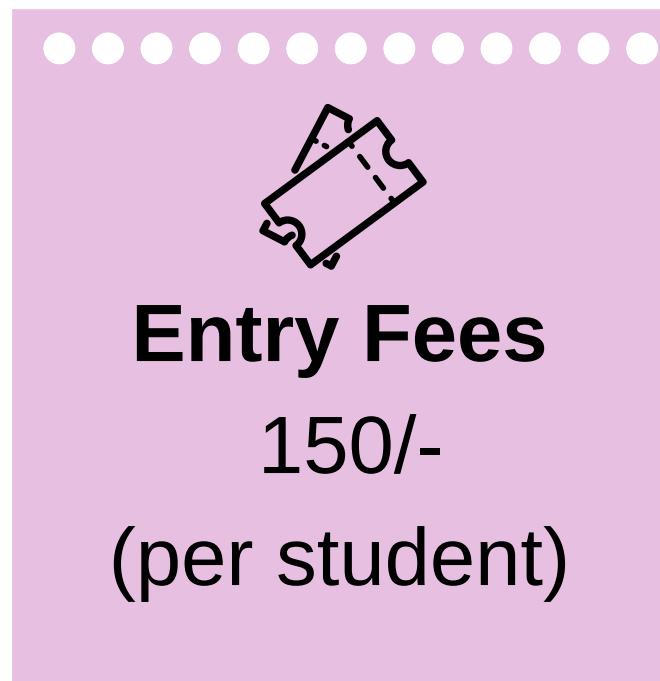
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**Session 2:**  
1:30 - 5:00 PM  
AWS services with  
handson  
Duration: 3:30 hrs



# 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**



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For more details



# 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.**
- **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
- 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.
- 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.

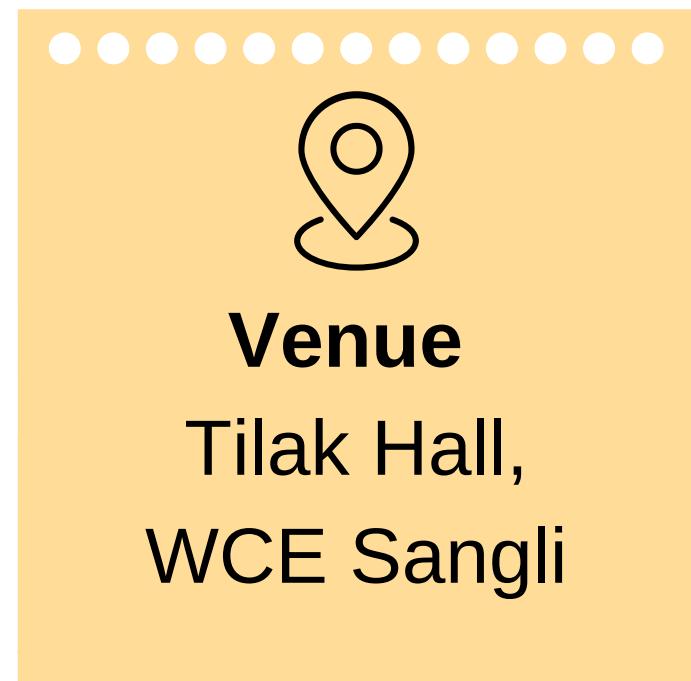
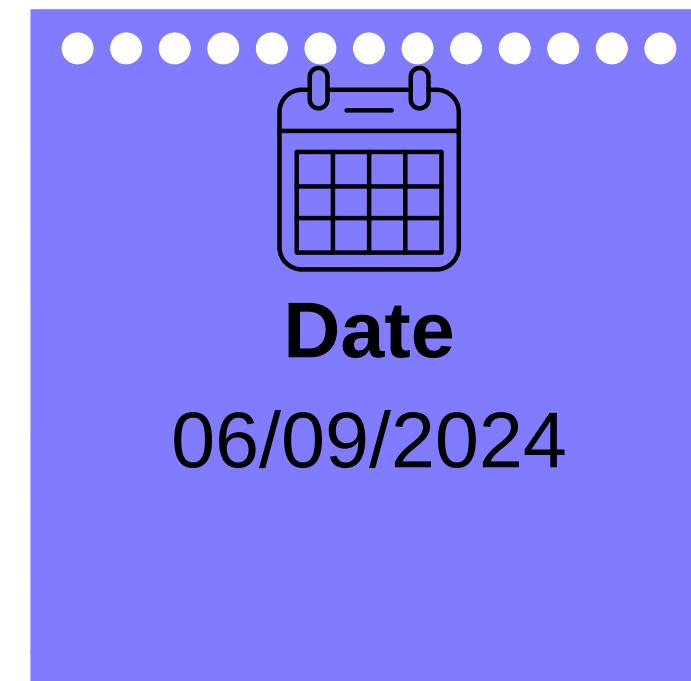
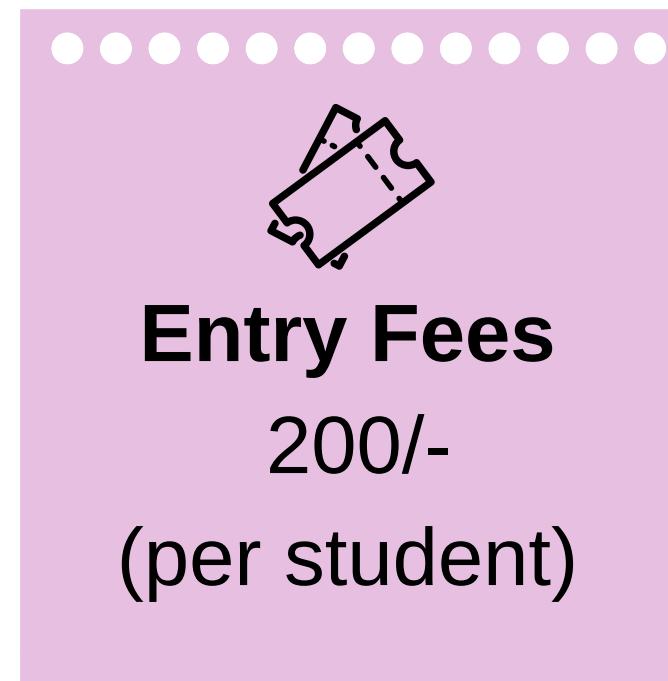


# Rules for bidding during Auction

- 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.



SAIT



For more details



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