Module E – SpeedTask

Competition Time: 1 hour

In this module, competitors will complete quick and varied tasks that test their frontend and backend skills and their ability to solve problems efficiently.
The module consists of multiple small tasks, each requiring debugging, code fixes, or implementing minor functionalities.
The goal is to evaluate the competitor's broad technical competence and ability to work effectively under pressure.

Each task is independent, and competitors may complete them in any order.
The more tasks a competitor solves correctly, the higher their score.

Module Submission

Competitors must submit their completed tasks to a GitHub repository, where the judges will evaluate them automatically.
Module E is not connected to the previous modules — the tasks are standalone quick challenges.