

# CODE JUNKIE ++

## EVENT OBJECTIVE:

The objective of the event is to test the knowledge and innovation of students in object-oriented programming. This event is for programmers having some experience in OOP and will try to cover object-oriented aspects of C++, Java and Python programming language. The event has been designed for people who love coding and who are passionate about programming.

## EVENT STRUCTURE:

**Round 1:** It will consist of multiple choice questions with single correct answer. Participating teams could take the test from only one of these 3 categories:

- 1) C++
- 2) Java
- 3) Python

Maximum 100 questions can be attempted by a team.

The marking scheme will be announced on the spot.

This round will be conducted online, but in our campus itself. You will be provided access to the test only if you report at our event venue during the allotted time slot.

**Round 2:** This round is a puzzle round. Some tricky problem statements will be given and participants will have to find out the solution within a given period of time. More details will be disclosed on the spot to the qualified teams.

**Round 3 (Final):** This round will be a proper coding round and relatively difficult questions will be set up. This time, the teams will have to try to make the code both working as well as efficient. All possible inputs and corner cases shall be handled. Judging criteria will have great emphasis on execution time and memory usage of the programs. More details will be disclosed on the spot.

## RULES:

1. For rounds 2 and 3, the environment – programming language, IDE, editor, compiler, interpreter, etc. - will be anything you are comfortable with. Please note that:

- i. OS will be GNU/Linux or Windows.
- ii. In round 2, some questions will be specifically related to C++, Java and Python. (You will be given an option to solve questions either of C++ or Java or Python)
- iii. For round 3, judging criteria will stress upon program efficiency in terms of both time and space. Choose your programming language wisely in this round.

2. This event is open to all undergraduate students.
3. Participants have to bring their valid College ID cards and the receipt of registration at the time of reporting.
4. Participants are expected to give their correct contact details. (Email ID and phone number).
5. Participants are expected to follow the time slots given to them strictly.
6. Rules may be changed without prior intimation. Participants are requested to check the MindSpark'16 website ([www.mind-spark.org](http://www.mind-spark.org)) regularly.
7. Decision taken by the judges and organizers will be binding to all and will be considered final.

### **TEAM AND FEE STRUCTURE:**

Team size : Maximum 2 participants per team.  
Registration fee : ₹ 50/- per team.

### **FAQs:**

Q. Do I have to bring anything?

A. While College ID Cards and receipt of registration are compulsory, you may carry a pen or pencil. Papers will be provided.

Q. Can I register on the day of the event?

A. Registrations are open even on the event day. But if the number of teams is exceeding the limit set by us, on the spot registrations may be closed. It is highly recommended that registration be done prior to the event day.

### **EVENT HEADS:**

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