

CODE JUNKIE

EVENT OBJECTIVE:

The objective of the event is to test the knowledge of students in basic C Programming. This event is for beginners and intermediates, and will try to cover general aspects of the C programming language.

EVENT STRUCTURE:

Round 1: This round will consist of multiple choice questions. The time limit will be 30 minutes. Negative marking will be implemented; details for which will be disclosed at the time of event.

Round 2: The top teams from Round 1 will advance to this round. This round will be conducted in the campus and in different slots. This round will be a rapid coding round where the output file needs to be submitted and will be judged. Teams will be given a set of questions to be solved within a stipulated period of time. How fast the team builds up a working code will be considered. Scoring scheme will be disclosed at the time of event.

Round 3: The top teams from Round 2 will advance to the finals. This round will be a speed coding round and relatively difficult questions will be set up. This time, the teams will have to make the code both working as well as efficient. All possible inputs and corner cases shall be handled. According to the time taken to submit the code along with the efficiency of the code, the team will be judged.

RULES:

1. The environment will be either Ubuntu 12.04 OS with gedit/vim/emacs as text editor and gcc as compiler OR Windows 7 with Turbo C / Dev C++ (as per the team's choice).
2. Participants should be First Year or Second Year Undergraduate students.
3. Participants have to bring their College ID cards and the receipt of registration during reporting.
4. Time slots will be given and participants are expected to follow it strictly.
5. Participants are expected to give their correct contact details, so as to inform them about the results.
6. Further details of the round will be disclosed at the time of event.
7. Rules may be changed without prior intimation. Participants are requested to check the MindSpark website (www.mind-spark.org) regularly for updates.

8. In case of any disputes, the decision of the organizers and the judges will be final and binding to all.

9. Team members may be from different colleges/institutions but one participant may not be a part of multiple teams for the same event.

TEAM AND FEE STRUCTURE:

Team size : Maximum 2 participants per team.

Registration fee : ₹ 50/- per team.

FAQs:

Q. What is the team structure?

A. A team may consist of at most 2 members.

Q. Can I participate in other events at MindSpark'16?

A. You are allowed to participate in as many events at MindSpark'16 as long as you are able to manage your own schedule.

Q. Do I have to bring anything?

A. While College ID Cards and receipt of registration are compulsory; you may carry pen or pencil, if you wish to work out a rough plan for rounds 2 and 3. Papers will be provided. Mobile phones, laptops, or any such kind of electronic devices are not allowed inside the lab.

Q. Which IDE (Integrated Development Environment) will be provided?

A. The environment provided will be Ubuntu 12.04 OS with emacs/vim/gedit as text editor and gcc as compiler or Windows 7 OS with Turbo C/ Dev C++, depending on choice of the participating teams. COEP recommends Linux.

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 spot registrations may be closed. It is highly recommended that registration be done prior to the event day.

EVENT HEADS:

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