PROGRAMMING COMPETITION

General Instructions for the Candidates:

- This competition comprises of 2 rounds.
- It is a team based competition having 1 or 2 members.
- Use of mobile phones and laptops are strictly prohibited during the competition. If found will be disqualified immediately.
- Participants must have their students ID card and they should be of school level.
- Any damage to the Institute's property (tools, equipment etc.) will result in a penalty to be reimbursed by the participant.
- Incomplete forms shall not be entertained and accepted.
- Information given must be valid. In case of wrong information, SEE committee reserves the rights to cancel the participation of such teams on spot.
- Evaluators' decision will be final and cannot be challenged.
- Each round shall result in elimination of participants.
- Participants must report 30 minutes before the start of competition. No extra time will be provided.
- Once out of the competition area, you will not be allowed to join again.
- SEE organizing committee reserves the right to change the rules without any prior notice.

Rules and Regulations:

- Candidate should use C language to code the program.
- Participant will not be allowed to recompile the code after the completion of time.
- Participant should not logout the computer during competition.
- Teams who have completed the task of 1st round correctly will be qualified for the 2nd round.
- All the teams who have coded correctly the task of 1st round will be qualified for the 2nd round.
- Problem submission will be through PC.
- Blank sheet of paper will be provided to each team.
- Only submit source file(.cpp).Do not submit executable files or projects.
- IDE allowed for this competition is bloodshed Dev C++.
- The mishandling of any equipment may result to the deduction of marks.

PLAN:

DAY 1: (ROUND 1)   "Scenario Based"

- This will be a scenario based round, where the team will have to code the given scenario in the pre-defined time.
- Participants will have sixty (60) minutes to complete this round.
- All the participants who have successfully completed this round will be qualified for Day 2.

DAY 2: (ROUND 2)   "Debugging"

- Qualifiers of Round I will be allowed to compete in this round.
- This will be a debugging based round, where the team has to debug the code.
- The code which has to be debugged will be present on the desktop of your assign pc.