

CODE IN X

presented by CSI

OVERVIEW

This event has basically 3 rounds. In the first round you will be taught a new language given a reference syntax sheet, in the second round there will be a auction of the syntax and functions, called Code Packs, and finally, in the third round you'd have to code the problem statement.

RULES

Round 1: Briefing

- The participants will be introduced to a programming language 'X', and will be taught how to compile and execute code using this language.
- A reference sheet will be provided to understand and learn the syntax of language 'X'.
- Language X will **not be C/C++/Python/Java**.
- 30 minutes will be given to go through and understand the language 'X'.
- Reading input and printing output will be taught explicitly.
- **A problem statement will be given which they will be solving in round 3 using the language 'X'.**
- Participants can practice and learn the language using solely the reference sheet and the pre-installed compiler and a text editor.
- Participants cannot access any external material like online tutorials, textbooks or any material other than the reference sheet.

Round 2: Auction

- The participants will be given a fixed, equal amount of virtual money called coinbits.

- Participants will bid for “CodePacks” using these coinbits
- A CodePack can contain keywords, variables, functions, etc that form the syntax of language X. For eg: If the language has keywords and/or variables like ‘for’, ‘while’, ‘break’, ‘int’, ‘float’, etc., then a CodePack may contain any combination of these keywords/variables in any number.
- Only the keywords bought from the auction are allowed to be used to code in Round 3 and solve the given problem statement.
- The auction will last for 30 minutes.
- The name of the highest bidder will be called thrice, if there is no raise by any other participant it will be marked sold.
- No objections would be entertained after the keyword/function has been marked sold by the auctioneer.
- Price of CodePacks (in coinbits) and its configuration (what keywords/variables it contains in what number) will be revealed on the spot.
- Participants can buy more than one CodePack, provided they have sufficient coinbits for bidding.
- There will be no trading of CodePacks among the participants.

Round 3: Coding

- The participants will only be using the keyword/function purchased from round 2.
- If a person wants a keyword which is not purchased by him/her during the auction, he/she can approach the student representative, the keyword/function will be granted for an associated penalty of points.
- If a person uses a keyword which is not purchased by him will be penalised with -10 points irrespective of the keyword/function used.
- 1 hour will be given to each participant.
- One computer per team will be provided.
- Points will be given considering the number of test cases of problem has been solved, the efficiency of the program and the number of errors.

Registration fee: Rs 50/- (Team of 2)

Prizes worth: Rs. 8000/-

Contact:

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