SADHYA 2K16

MATRUSRI ENGINEERING COLLEGE, SAIDABAD

COMPUTER SCIENCE & ENGINEERING DEPARTMENT

CODE ELIXIR:

Level 1: Quibble:

GUIDELINES:

Quibble will be the first round of the event Code Elixir.

Participants: Two participants per team.

Type: paper based test.

Requirements: A class room (not a computer based test). 30-40 copies of question papers.

Event details:

The question paper consists of 20 questions. Each question carries 1 mark. Two questions related to each topic are asked in the test. Duration of the test will be 30 min. Top scorers are promoted to the next round.

The questions are related to C and C++.

The first five questions will be easy. The next 10 questions will be of medium level related to current technologies. The next five questions will be tough ones.

Qualified students will be promoted to next level.
Level 2: Scrambled

Scrambled will be the second round of the event Code Elixir.

Participants: Two participants per team.

Type: computer based test.

Requirements: A computer lab (computer based test). 30-40 copies of question papers.

Event details:

1. The programs are given with jumbled lines and required output is provided. The participants are required to unscramble the program and should get the required output.
2. The languages will be C, C++.

Level 3: Darkode

1. It contains questions based on ‘C’ and C++.
2. It is a time based round of 30mins to 45mins.
3. This is the last stage of Code Elixir.
4. Participants are required to write the programs based on the given queries.
5. The participants who executes first with the correct output will be selected.
ORGANISATION:

- Each team consists of two players and they have to go through 3 rounds.
- Each level will take up to 10-15 minutes.
- Based on the scores, eliminations will be done at each round.
- The winner and runner up teams will be awarded with certificates or prize-money.

The questions are based on

1. Web technology
2. Gadgets
3. Latest technologies
4. CEO names of software companies
5. Keyboard shortcuts
6. Logos
7. General computer science
8. Famous Personalities based questions

Round 1: Opciones Multiples (Multiple Choice)

- This is a written round which consists of 20 questions and should be completed in 10-15 minutes.
- The team will be promoted to the next round based on cut-off.
Round 2: Pick the brains

- This is a picture round where each team should select a picture and identify the concept behind it.
- Based on that concept 2 questions will be asked and the team will get +20 for correct answer and -10 for the wrong answer.

Round 3: mug me

- This is a buzzer round and consists of 10-15 questions.
- The team which answers the question first will get +10 for correct answer and -5 for wrong answer.
- If the team could not answer the question it will be passed to other team. The other team gets+5 for correct answer and -5 for wrong answer.

**SOFT-“WHERE”**

**GUIDELINES:**

**ROUND 1:**

**Googled** will be the first round of the event SOFT-“WHERE”

**Participants:** Two participants per team.

**Type:** computer based test.

**Requirements:** A computer lab (computer based test). 30-40 copies of question papers.

**Event details:**

Questions are provided and the required answers are to be searched using Google.

Those who completes all the questions first will be selected.
ROUND 2:

Eye Spy(tech treasure hunt) will be the second round of the event SOFT-“WHERE”.

Participants: Two participants per team.

Type: computer based test.

Requirements: A computer lab (computer based test). 30-40 copies of question papers.

Event details:

Questions are provided and the required answers are to be decoded by students.
Those who complete all the questions first will be selected.

PAPER PRESENTATION

GUIDELINES

CONTENTS:

GENERAL AIM AND FORMAT: A poster is graphically based approach. You should aim to use the poster as a means for generating active discussion. Limit the text to about one fourth of the poster space and use visuals.

DESIGN AND LAYOUT SPECIFICATIONS:

The entire poster must be mounted on 4’X8’ foam core board. The board must be oriented in a “landscape” position. A banner displaying a poster title, name and department should be positioned at top center of the board. Make it obvious to the viewer how to progressively view the poster.

This is the standard layout. This should include abstract, details; implementation, conclusion and bibliography.
Long panel at top center is title.

**LETTERING:**

Word-process all text (including captions).

Text should be readable from five feet away.

Use a minimum font size of 18 points.

Use all capital letters for title.

**VISUALS**

Present numerical data in the form of graphs, rather than tables (graphs make trends in the data much more evident). If data must be presented in table-form, KEEP IT SIMPLE.

Visuals should be simple and bold. Leave out or remove any unnecessary details.

Make sure that any visual can "stand alone" (i.e., graph axes are properly labeled, maps have north arrows and distance scales, symbols are explained, etc.).

Use color to enhance comprehension, not to decorate the poster. Neatly coloring black-line illustrations with color pencils is entirely acceptable.

Make sure that the text and the visuals are integrated. Figures should be numbered consecutively according to the order in which they are first mentioned in the text.
TEXT:

- Keep the text brief. Blocks of text should not exceed three paragraphs (viewers won’t bother to read more than that). Use text to (a) introduce the study (what hypothesis was tested or what problem was investigated? why was the study worth doing?), (b) explain visuals and direct viewers attention to significant data trends and relationships portrayed in the visuals, and (c) state and explain the interpretations that follow from the data. In many cases, conclusions can be summarized in a bullet-point list.
- Depending upon the stage or nature of your project, the text could also include sections on future research plans or questions for discussion with viewers.

Make a App Logo

**Participants:** Two participants per team.

**Type:** computer based test.

**Requirements:** A computer lab (computer based test), 20-30 sheets of papers.

**Event details:**

Participants are given a name and have to design an innovative logo on spot within the specified time which is better than the existing logo.

Best logo will be selected and awarded.
LAN GAMING

- In this event, students are invited to compete with each other in gaming.
- There are several rounds each round varies according to the game’s duration.
- There are games regarding racing and military tactics.
- The following are the names of games:
  - Need For Speed: Most Wanted
  - Counter Strike 1.6
- Each round last for 8-10 minutes.
- The winner of the round qualifies for the next round.
- There are 3 rounds and a final elimination round.