INTERACTION-2019
(22nd, 23rd & 24th January 2019)

General Rules & Regulations

- **B.Sc. (Computer Science) / B.C.A(Science) /B.Sc. (IT)/ B.B.A(CA) / M.Sc. (Computer Science)** students are allowed to participate in the Blind Coding, Assemble it, Quiz, Mathematical Hockey Competition.
- All students are allowed to participate in Treasure Hunt, 1-Minute Mobile clip.
- College Identity Card is compulsory.
- On the spot registration is allowed.
- Registration **Fees 50/- per student per competition.**
- Student should report **30 minutes before** the start of competition.
- Student should clarify their doubts or queries before competition starts.

Note:
- Judge's decision will be final and irrevocable.
- College reserves the right to revise the rules and regulations of these competitions.

Competition Name: Blind Coding (UG + PG)
- Electronic gadgets are not allowed in the Lab.
- Each participant has to write the code for the problem statement, with **MONITOR OFF**.
- Programming language for UG is '**C Programming**' & for PG '**JAVA Programming**'.
- Participants whose code gets executed will be given higher preference.
- The second preference will be given to code with least number of errors.
- In case of tie in number of errors then timing will be considered.
- Participant who found cheating will be disqualified.

Competition Name: Mathematical Hockey
- This competition is **ONLY for undergraduate** students.
- At the beginning of the game the puck is at the center of the field.
- When the ball is in the central region the problem is given to members A_1 and B_1. If team A finds the solution sooner the puck moves to the zone of defeated team B.

- When the ball is in the Side central region the problem is given to members of A_2 and B_2. If team A finds the solution sooner again then the puck moves to the goal zone of team B.
- In the goal zone, the problem will be given to goalkeeper and A_1 /B_1 team. If the goalkeeper fails to solve the problem then 1 goal is given to opposite team and puck returns to the central region.
- If both the teams fail to solve the problem then another problem is given to the same region.

Note:
- Questions are based on Mathematics Syllabus of F.Y.B.Sc.(Comp. Sci.) and S.Y.B.Sc.(Comp. Sci.)
- A team of five members including F.Y / S.Y / T.Y. Computer Science students can participate in the game. This team will be divided as A1(2 members), A2(2 members), A3(Goal Keeper).

Competition Name: 1 Minute Mobile Clip (UG + PG)
- Every individual student has to submit his or her clip 30 minutes before the competition.
- Each clip must be no longer than 60 seconds. Opening and/or closing credits are not required, but (if added) may be up to an additional 10 seconds in total.
- Ensure that all content in your clip (including footage, music, images, props, etc.) is your own. If you include any copyrighted content, you must be able to provide written permission for its use.
- Entries containing any unauthorized content will be disqualified.
- Ensure that the clip should be based on any one of the subjects provided in the list below
  - Effect of Visual Pollution
  - Importance of Digital detox
  - Prevention for Cyber Crimes
  - Effect of Climate Change on human life
  - Effect of Social Media on Youth
  - Importance of Time Management
  - Smart City my Vision
  - Ban on Plastic – Good or Bad?

Competition Name: Project (UG + PG)
- Maximum **Two** participants per team are allowed.
- Students should bring their projects in their laptops no technical help will be provided.

Competition Name: Quiz (Undergraduate Level)
- Only team entries are eligible.
- Maximum four participants per team are allowed.
- The use mobile or other electronic gadgets are strictly prohibited.
- The questions shall be in the form of multiple choice, True / False statement, Specific-answer question etc.
- Replacement of any participant of a team is not allowed after registration.

Competition Name: Quiz (Postgraduate Level)
- Only team entries are eligible.
- **Three** participants per team are allowed.
- The use mobile or other electronic gadgets are strictly prohibited.
- Replacement of any participant/participants of a team is/are not allowed after registration.
- In case of tie between two or more teams, Tie Breaker round will be Conducted.
- The questions are based on Current Technologies, Academics Syllabus.

Competition Name: Assemble it (UG + PG)
- **Two** participants per team are allowed.
- Participants will have to assemble the computer from the available components.
- All the teams will start at the same time.
- Breaking of components is strictly prohibited.
- The participant may decide to stop the timer only when the Windows start-up audio is heard. A participant who will stop his timing device cannot reopen the casing again. At this point, PC unit/s that will not boot successfully are automatically disqualified.
- The winner will be close to 100% points.
- The first runner up will be close to the winner's points.
- The second runner up will be close to the first runner up points.

Competition Name: Treasure Hunt
- First 30 teams are allowed to participate in the competition.
- **Four** participants per team are allowed.
- **Elimination Round**:
  - 30 teams will get divided into 5 groups.
  - Each team will get individual clue to hunt the treasure.
  - From each group only **ONE** team will be selected for next round.
- Top 5 teams will be selected for the final round.
- For each round, copy of the rules will be provided to the team at the time of competition.
- In case of tie, the decision of the event coordinator is final and irrevocable.