

MANTHAN 2k17

RULES AND REGULATION FOR TECHNICAL EVENT:

PHOTOGRAPHY:

- The students have to submit some photographs prior to the event according to the topic. The topic is “DISAPPEARING TECHNOLOGIES”(MAX: 2 PHOTOS)
- (Note: participants will mail their photos in the mail id that will be provided in the face book page: MANTHAN 2K17)
- Maximum number of students is 2
- The shortlisted students will be selected for the final rounds which will take place on the day of the event.
- Topics will be given on campus for the final round.
- The participants should submit RAW photos without any editing.
- A participant can submit maximum 2 photos.
- Participants have to submit the photos in COMPACT DISK (CD) for the final round.
- Event time will be notified in the Facebook page.
- Participants should bring their college id cards.

TREASURE HUNT

- Group of minimum 3 to 4 participants are allowed per college.
- General tasks will be given to the students which they will have to complete in a certain time period.
- 12 tasks will be given to the individual groups.
- The campus map will be given to the participants on the day of the event.
- Participants **must bring their college Id cards.**
- Event time will be notified on the facebook page.

BRIDGE MAKING:

- Participants have to make a model bridge out of popsicle sticks, thread, adhesive.
- Minimum free span(distance between two piers) should be 40 inches.
- The deck width may vary between a minimum of 6 inches to a maximum of 9 inches.
- Height of the bridge should not exceed 12 inches.
- Cleardistance between deck and ground should not be less than 4 inches.
- No extra time will be given.
- Time allotted:6 hours.
- No materials will be provided by the college.
- Decision made by the judges will be the final decision.

GAMING:

Counter strike:

- A group of containing 4 students per college will be participating in the event.
- Maximum 1 group can participate form each college.
- Elimination basis competition will take place.
- Controllers and keyboards are both allowed.

Mini militia:

- A group of containing 3 students per college will be participating in the event.
- Each group will play 3 match in multiplayer.
- Scoring will be on individual basis.adding up the scores of the individual person will decide the scores of the group
- The apk file will be provided at the venue.
- Time allotted: 5 mins per match.
- The group with highest score wins.

Line follower competition:

- Participants must register for event before 6th April.
- Participants must bring their own line follower robot.
- The event will be a two bot race where the losing participant will be eliminated.
- Maximum number of participants per college: 1
- Specification:
 - Motor: 200 rpm
 - No. of Motors: 2
 - No. of sensors: 3
 - Bot size: (8 X 6) inches
- Participants must write their name, phone number and college name on the bot.
- Winners will be notified and awarded prizes.
- Participants must bring their college **id card**.
- Event timing will be notified in the facebook page.

Robo soccer:

- Participants must register for event before 6th April.
- Participants must bring their own line follower robot.
- The event will be of 5 minutes; team with the most goals will be the winner; losing team will be eliminated.
- Maximum number of participants per college: 2 bots
- Specification:
 - Motor: 300 rpm
 - No. of Motors: 4
 - Bot size: (8 X 6) inches
- Participants must write their name, phone number and college name on the bot.
- Winners will be notified and awarded prizes.
- Participants must bring their college **id card**.
- Event timing will be notified in the facebook page.

Tech Quiz:

- Participants must register for event before 6th April.
- Participants must be in a group containing 4 members.
- Maximum number of participants per college: 1 team
- Winners will be notified and awarded prizes.
- Participants must bring their college **id card**.
- Event timing will be notified in the facebook page.

Car Design Competition:

- Participants must register for event before 6th April.
- Participants must bring their own drawing materials (drawing boards are allowed).
- No geometrical instruments are allowed.
- Participants will be provided with an A4 sheet and provided with a limit of 30 minutes to complete their respective designs.
- Participants must write their name, phone number and college name at the back of the sheet.
- The theme will be provided on the venue.
- The design should be original; copying existing designs will not be accepted.
- No reference pictures will be allowed.
- Winners will be notified and awarded prizes.
- Maximum number of participants per college: 3
- Participants must bring their **college id card**.
- Event timing will be notified in the facebook page.

CODING

1. Programming Round

1.1 General

- The contest will be held on 12th April, 2017 in the Computer Laboratory on the 3rd floor of the College Building. Contestants should meet at 10:00 for a brief introductory talk. The contest proper will begin at 10.30 am - and end at 12.30 pm.
- Individuals or teams of up to three people will be allowed to compete. All contestants are required to present a valid student identification card.
- Contestants cannot bring any notes or textbooks to the contest room. Blank sheets of paper will be supplied.
- Contestants in the same team can discuss the problems they are assigned. However, they should do so in a quiet way and without disturbing contestants in other teams.
- Referees will be assigned to observe teams throughout the contest and report any problems and/or violations of the rules to the Contest Committee.

1.2. Programming Environment

- Each team will be allowed to use only a single computer and must write and test their programs on that machine, wholly within the contest room.
- PC compatible computers running Windows will be used. At the Contest Committee's discretion, contestants may be allowed to use their own computer in the contest, provided that they notify the Contest Committee in writing at least one week prior to the contest, indicating the make and key features of their machine.
- Contestants may write their programs in C programming languages .
- At the Contest Committee's discretion, contestants may be allowed to bring/use their own compiler (or interpreter) in the contest provided that they notify the Contest Committee in writing at least one week prior to the contest and indicate the make, version number and key features of their chosen compiler.
- Teams may submit only a single solution to each problem. All solutions must be submitted together on a single diskette. Both the source code and the executable program for each problem, must be included on the disk. Once submitted they may not be changed!
- Teams may not seek hints and/or ask for leads during the contest. They may, however, submit questions about procedure and/or clarification, in writing, to the Contest Committee who will ensure that all teams receive the same information as deemed necessary.

1.3. Evaluation of Contestants' Programs

- All teams will be given the same set of problems to solve.
- Each problem will have a specified point value. The more difficult the problem, the more points a correct solution will receive.
- Programs will be tested by four independent judges (appointed by the Contest Committee) by running them with a set of test inputs. The output for each test case will be marked as right or wrong using keys prepared before the contest.
- A program will be considered wrong if it fails to work on one or more of the test cases. It will otherwise be considered correct for the purposes of this contest. {A program may still be wrong even if it passes all the test input cases. Every effort will be made to design test cases that will minimize the chance of missing an incorrect program.} A correct program will be awarded the full points, an incorrect one zero! In the event of a tie, programs will be awarded partial credits based on the number of tests correctly passed.
- The Contest Committee will tally the scores for each team and publish a complete list. The teams with the two/three highest scores will be declared the winners . The Contest Committee's decision in all matters is final.