

“C{}de-A-TH{}N”- Report



C{}DE-A-TH{}N

15 to 22 January 2021

- » **Round - I Know the Computer World**
15 Jan 2021 (Individual participation)
General knowledge of Computer (MCQs) / Programming
- » **Round - II Man Machine Interface - 18 Jan 2021**
(Individual Participation)
Programming | Designing Web Page (HTML | CSS | JScript)
Format will be provided in image form.
- » **Round - III Bug Fixer - 20 Jan 2021**
(Team Formation/Participation)
Code Debugging (C / C++)
- » **Round - IV Top Coder - 22 Jan 2021**
(Team Participation)
Independent Platform

Prize Money
₹ 2000/-

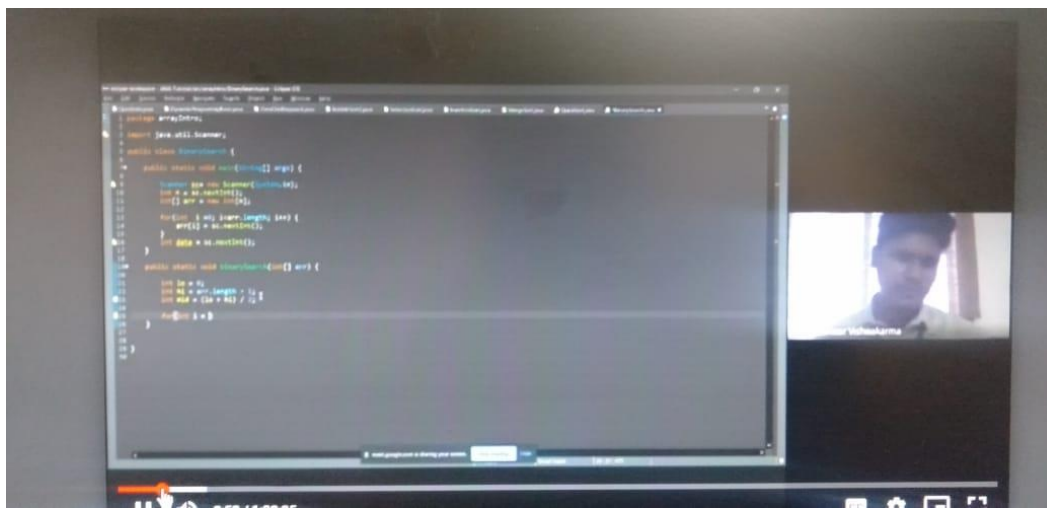


Coding is utmost important to become a successful computer science engineer. This is a initial step for developing a software or software applications. There are various phases of developing software from problem specification, requirement gathering to maintenance. The coding helps in designing and developing new software, redesign or reverse engineer the software product.

“**CODE-A-THON**” was organized by Department of Computer Science & Engineering for the students of 2nd year. The main aim to conduct this competition was to make students aware of the importance of coding and to check their coding and logic abilities. We checked the students ability by asking them to find error in the given code, find which test cases the given code passes and on what test cases the code fails, and to write the code for a given problem in given amount of time period.

Total 48 students registered and appeared for the first round of Code-A-Thon, 40 students cleared first round and appeared in second round of Code-A-Thon. 4 teams qualified for the Third Round of Code-A-Thon. 3 Teams qualified for the final round of Code-A-Thon.

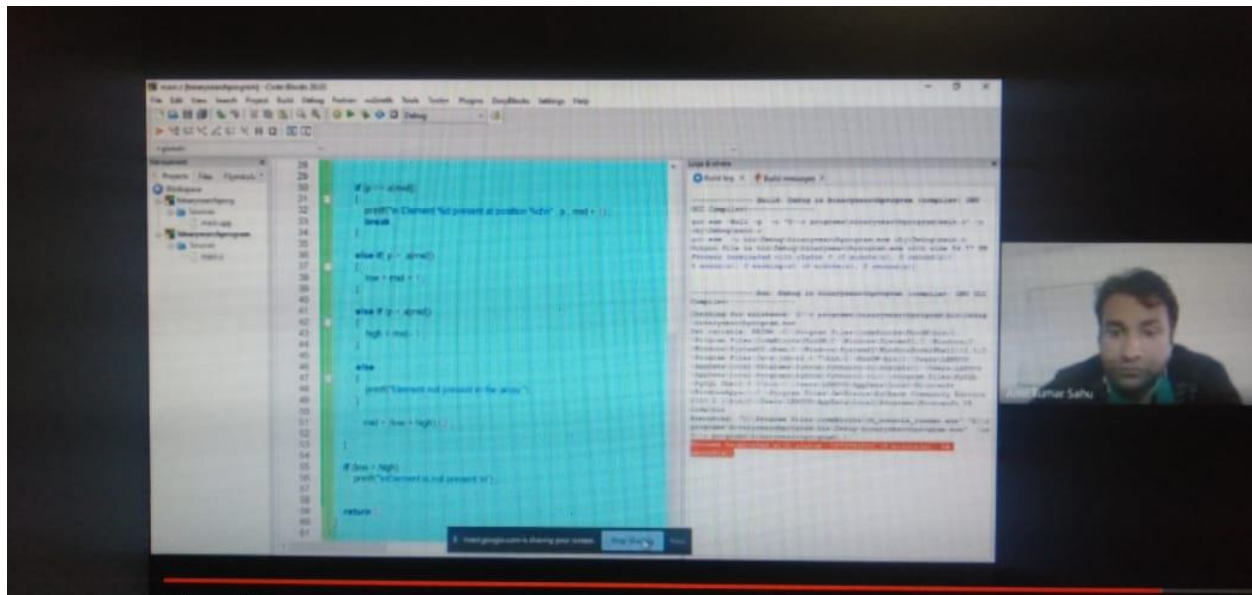
Team1 Performing in Last Round



Video URL of Team1

<https://drive.google.com/file/d/1SQv00XSQ4R81wUdyWi1E8G1WNRQhaMID/view?ts=60222a3e>

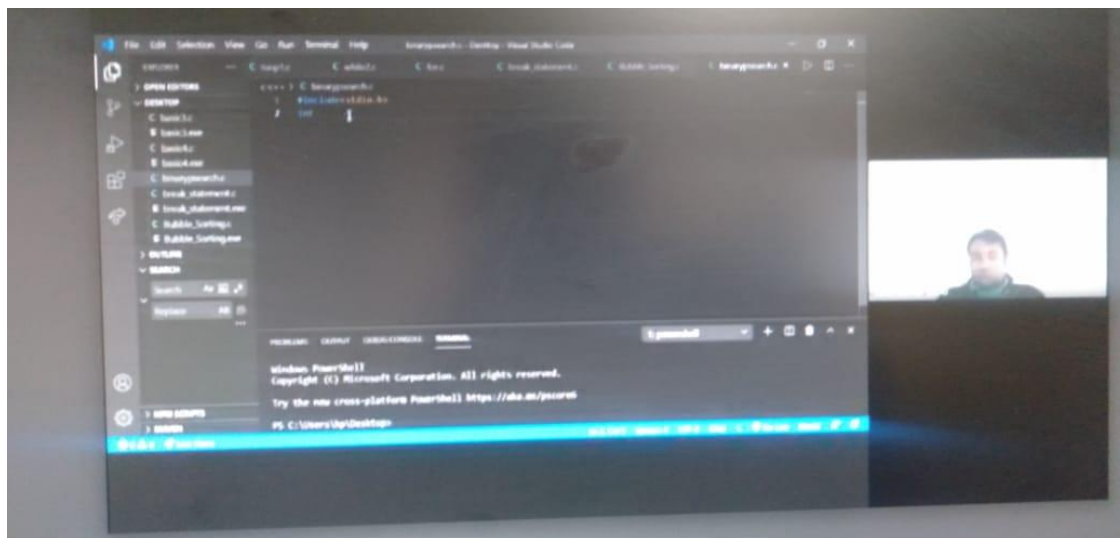
Team2 Performing in Last Round



Video URL of Team2

https://drive.google.com/file/d/1tEpPGiEGfk3Tt_sqtJXQKy6tnCS5quaa/view?ts=60222a6d

Team4 Performing in Last Round



Video URL of Team4

<https://drive.google.com/file/d/1Zwdbt1X35zqa4kd602UiHFBpm-W0c2Wp/view?ts=60222a87>

Team4 is the winner team of **C{ }DE-A-TH{ }N**. The winner Team Members of **Team4** are:

1. **Asjad Habib Ansari** CSE 3rd Sem
2. **Ayush Singh** CSE 3rd Sem



The banner features a dark blue background with a yellow-to-purple gradient bar at the top. It includes logos for SISTec-E and the Institution's Innovation Council. The event title 'C{ }DE-A-TH{ }N' is prominently displayed. Below the title, it states the event was conducted by the Department of Computer Science & Engineering under the Institution Innovation Cell of Sagar Institute of Science, Technology & Research, Bhopal. Two portraits of the winners, Asjad Habib Ansari and Ayush Singh, are shown with their names and 'III Semester' listed below them. The banner is decorated with icons of a person at a computer and floating data screens.

SISTec-E **SISTec-E** **C{ }DE-A-TH{ }N** **INSTITUTION'S INNOVATION COUNCIL**
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& RESEARCH, BHOPAL

Winner Team

Asjad Habib Ansari
III Semester

Ayush Singh
III Semester