



NIRMITI 2024

4 and 5 October, 2024



RERF Group of Institutions

"Code Quest": A Coding Competition

Rules and Guidelines

A) General Guidelines:

1. Student's age must be 18 or over to participate.
2. Students must submit age proof (Aadhaar/Pan/College Identity Card etc.) on the Google form.
3. Students must register themselves before the deadline mentioned on the notice; no one shall be allowed after the last date of registration date.
4. Competition will be held offline in the RERF premises. Students must carry proof of their original identity/card with them.
5. No electronic devices such as Mobile/Laptop/Tablet/Smart Watch/Pen drive or any storage device are allowed.
6. Short breaks may be allowed, but participants must inform an organizer in case any problem or before leaving their desk.
7. Participants must arrive at the venue at least 30 minutes before the start time.
8. The competition will begin promptly at the scheduled time, and no extra time will be provided for latecomers.
9. The competition will be held in a computer lab or a designated area with the necessary equipment. Each participant/team will be assigned a specific computer.

B) Behavioural Guidelines:

1. Candidates must wear college uniform or formal dress or maintain a dress code as per College/Institute guidelines.
2. Participants must maintain decorum throughout the event.
3. Any form of cheating, such as communication with others or using unauthorized materials, will lead to immediate disqualification.
4. The work must be original. Any suspicion of copying or collaboration outside the team will lead to disqualification.

5. During breaks, participants cannot discuss the problems with others. Any chaos or misbehavior will not be tolerated.

C) Technical Guidelines:

1. This coding competition will be based on C/C++.
2. Participants will use the provided computers with pre-installed IDEs for C/C++ (e.g., Code: Blocks, Dev-C++ etc.).
3. Internet access will be disabled to maintain fairness.
4. Problems will be distributed either in printed form or via the computer system at the start of the round.
5. Participants should read the problem statements carefully.
6. All code must be written in the provided IDE on the local system.
7. Participants are encouraged to save their work to prevent data loss regularly.
8. Participants must save their final code in a specified folder on their system before the time limit expires.
9. The code file should be named according to the problem number or the participant's/team's ID.
10. Participants must ensure their code compiles and runs correctly in the local environment.
11. Solutions will be evaluated based on correctness, passing all test cases, and the algorithm's efficiency.
12. Judges will run the submitted code on several test cases, including edge cases.
13. Proper use of comments, clear variable naming, and overall code readability will be considered.
14. Participants are not allowed to troubleshoot or modify system settings on their own.
15. No changes or resubmissions will be allowed once the time is up.



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16. Judges will evaluate the submissions after the round, and results will be announced as per the schedule.

D) Coding Rules and Procedures:

1. There will be a total of 3 rounds to decide on a Winner.
 - a. Preliminary Round
 - b. Intermediate Round
 - c. Final Round
2. Preliminary and Intermediate rounds will have 25 minutes each.
3. The Final Round will be for 20 minutes only.
4. In the preliminary round, students who successfully solved the program on time, qualified for the intermediate round. To qualify for the final round, the status of the program completion and the time of completion, both will be judged.
5. Any concerns regarding the evaluation must be raised within a specified time after the results are announced.
6. In the Final round, the fastest problem/program solver will be declared as a winner.
7. Problems will be based on the MAKAUT syllabus for UG & PG Courses only for the Preliminary and
8. Intermediate Round.
9. For the Final Round program will be based on a mix of MAKAUT curriculum and real-life example
10. If nobody can solve the program in the final round, a percentage of the solved part of the program will conclude the final winner.
11. The judges' decisions will be final.

E) Award/Prize:

The winner, 1st and 2nd runners-up, will get certificates and prizes.