

COGNITO TESORO

Description :

Ever wondered why programming? Here is our answer-To get you to a treasure! Get your basics to work and apply the logics you've learnt to drive you to a whole new world of treasure. Given a program, find the missing characters or strings or numbers that lead to errors. Use them to find the next clue, based on the mapping array given in the question. Follow the clues to find the hidden treasure inside the desktop. Solve all the clues in the least possible time to find the treasure.

Outcomes or Benefits:

- The participant can revisit his basics in coding.
- The participant would be able to know indentations, lexical errors and syntax errors in programs.
- The participant would know various uses of the folders and programs of the computer.
- The participant would know to trace the programs with ease.

No of participants or Team size: Individual

Requirements:

All the equipment would be provided by the college.

- Scribbling Pad
- A4 Sheets
- Computer System

Event format:

Each participant is given a clue on the desktop to start with. All the clues are given in “.txt” format and contain programs pre-written. The programs contain various syntax errors, which after found should be noted to get the reference from the mapping array given in the question. Based on the mapping done between the missing ones and the mapping array, the file name of the next clue is found. This is to continue till the last clue is found. The number of clues may vary between 10-15. There will be a time limit of 30 minutes for finding the treasure.

Rules:

- No code editors or IDEs should be used.
- The code should neither be compiled nor be executed at any cost.
- Time limit is to be followed strictly.
- The modified question on successful trace should yield the output in the question.
- Mapping array might also contain additional elements.
- Searching using the file name and/or folder name is strictly prohibited.
- Any rules above, when not complied lead to disqualification of the participant.
- Organizers’ decision stands the final one.
- Further rules (if any) are given prior the event start.

Judging Criteria:

- If the treasure is found, the one who finds it in least time is declared winner.
- In the case of treasure not being found, the one with maximum number of clues is declared winner.
- Tracing the code in least time grants points.

Prizes:

Rs. 2000/-