



BRACT'S

Vishwakarma College of Arts, Commerce and Science, Kondhwa BK Pune-48
(Affiliated to Savitribai Phule Pune University)

NAAC Accredited with B+ Grade Department of Computer Science
Organizes

"VishwaTech 2023"

Intercollegiate Competition

Vishwakarma College of Arts, Commerce & Science (VCACS) in Kondhwa (Bk), was established in 2007 by the Bansilal Ramnath Agarwal Charitable Trust (B.R.A.C.T), Pune (Maharashtra State), in order to produce graduates capable of accepting such challenging tasks. VCACS is affiliated with Savitribai Phule Pune University.

Event Name



Code Hunter

(Figure out, what the program does, by giving input and output)



Bug Fixer

(Elimination of Software Errors)



Quizzard

(Quiz)

Event Date:
23rd March 2023,
10 am Onwards

Prize:
1st Prize Rs. 2000/-
2nd Prize Rs. 1000/-

Register Now:



Event Coordinators:

Prof. Swati Patil, Prof. Vaishali Kale

For Details Contact:

Prof. Shinde, Mobile No: 9552541424



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"VishwaTech 2023"

Intercollegiate Competition

Events



Code Hunter



Bug Fixer



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Register Now:



Event Date:

23rd March 2023,

10 am Onwards

BRACT's
Vishwakarma College of Arts, Commerce and Science, Pune

Department of Science and Department of Commerce

Report on
Event on "VishwaTech 2023"

Date: 23rd March 2023.

Venue: Hall No: 005 , VCACS, Pune

Time: 10.00 am.

BRACT's, Vishwakarma College of Arts, Commerce and Science, Pune, conducted one day intercollegiate event in "VishwaTech 2023" for Computer Science students. VishwaTech 2023 was organized with following events:

Event Name:

1. Code Hunter (Figure out, what the program does, by given input and output)
2. Bug Fixer (Elimination of Software Errors)
3. Quizzard (Quiz)

Code Hunter:

Round 1: CryptoCon: To improve understanding and reinforce skills. It involves cracking, decoding and encoding of codes students have to decode the clue first and find the correct answer.

Round 2 :Trace to Thrive To accelerate your knowledge. It is based on algorithmic coding skills, those

Round 3 : Code Quest Creativity, innovation in building and designing the code that enable students to measure their abilities. It involves logic building abilities and problem solving skills

BugFixer:

Round 1: Pick-A-Choice Multiple-Choice Round: This will be an MCQ round in which participants must select the correct answer.

Round 2: Land of Bug (Interactive Bug-Debug Round): In this round, each team will be provided with bug-free code that has been pre-written. A team member must insert bugs into bug-free code before another team attempts to remove the bugs, and vice versa.

Round 3: The Cracking Bug (Troubleshooting Round): In this round, each team will be given a zip file containing 50 codes, from which they must carefully determine which code contains a bug and show it to the coordinators.

Quizzard: Attend the Quiz with questions from Current affairs, Science, Commerce, Arts and Entertainment.



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Intercollegiate Competition

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Event Name



Code Hunter

(Figure out, what the program does, by giving input and output)



Bug Fixer

(Elimination of Software Errors)



Quizzard

(Quiz)

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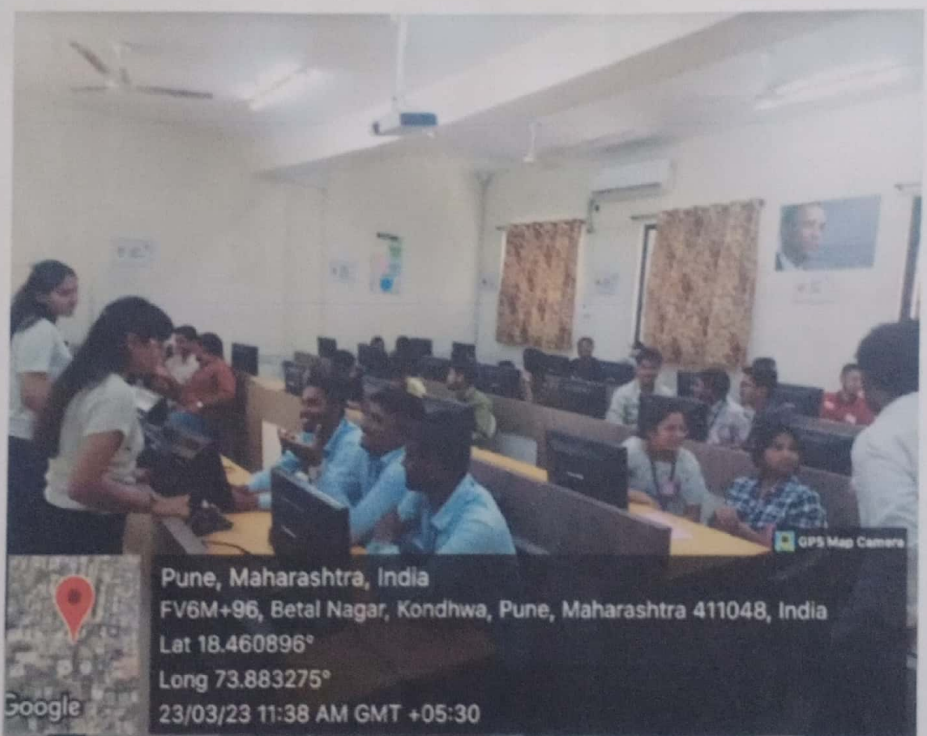


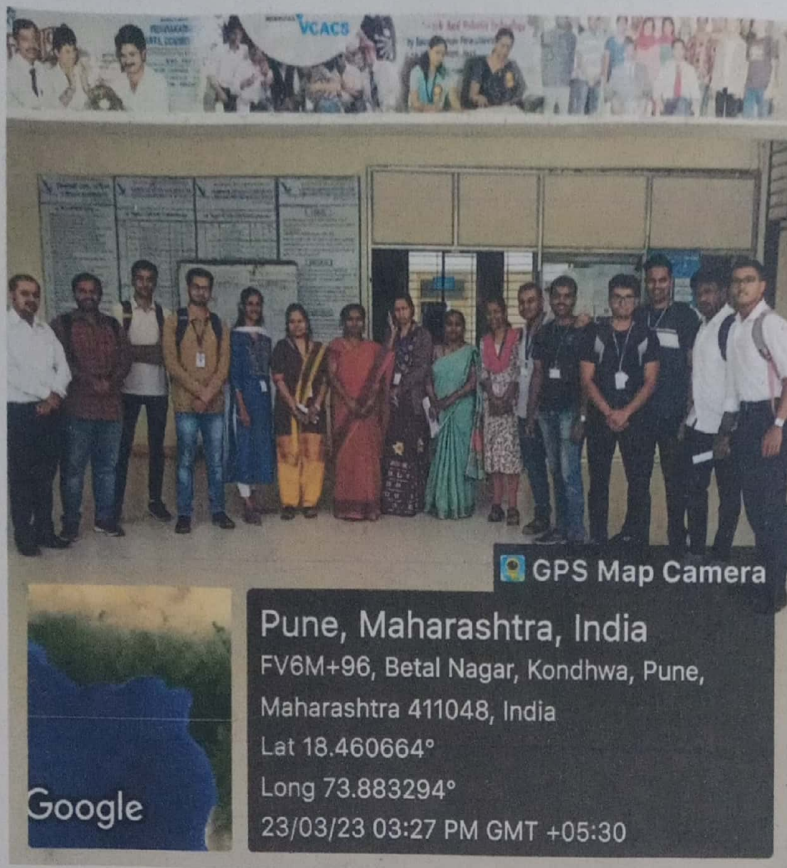
Event Coordinators:
Prof. Swati Patil, Prof. Vaishali Kale

For Details Contact:
Prof. Shinde, Mobile No: 9552541424

Winners of all intercollegiate college event are:

S.NO	College Name	Name Of Students	Prize
Event Name: Code Hunter			
1	PICT College	Atharva Deshmukh, Shreyas Shaha, Tejas Bendkule	First Prize
2	VIT college	Aditya bhosale, Sukhpreet singh bhatti, Ashish biradar	Second Prize
Event Name: Code Hunter			
1	PICT College	Tejas, Atharva, Shreay	First Prize
2	Wadia College	Rahul, Aniket	Second Prize
Event Name: Quizzard			
1	AISSMS College	Gaurav Bade, Pavan Karke	First Prize
2	PICT College	Atharva Deshmukh, Shreyas Shaha, Tejas Bendkule	Second Prize





Kamraj
Coordinator

[Signature]
HOD

Dr. Arun R. Patil
PRINCIPAL
Vishwakarma College of Arts
Commerce & Science
Kondhwa (Bk.), Pune - 411 048
Principal

BRACK'S

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Kondhwa, BK Pune-48

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Organizes

"VishwaTech 2023"

Intercollegiate Competition

Date: 23 March 2023

Event details

General Rules

1. All participants must obtain their college identification cards.
2. The registration deadline is March 20, 2023.
3. There are no registration fees for any of the events.
4. E-Certificates of participation will be distributed to all participants within 15 days.
5. All events will take place only if three or more teams participate.
6. ANY MISBEHAVIOR OR INDICIPLINE will not be tolerated.
7. There will be no TA/DA for participants.
8. Participants must register their names by 10 a.m. on the day of the event.
9. The judges' decisions will be final for all events.

1. EVENT I: Code Hunter

Event Description: Each team will be given a certain number of clues. Each clue corresponded to a location on campus (excluding classrooms and office). Team have to figure out these clues to go to the next round. (Participants per team: Minimum 2, Maximum 3).

Round 1

☐ CryptoCon: To improve understanding and reinforce skills. It involves cracking, decoding and encoding of codes students have to decode the clue first and find the correct answer.

Event Tagline: "Unraveling the Mystery"

Students In-charge: Prathamesh, Jeet, Shraddha

Target Audience: All streams UG and PG.

Platforms: On spot Location: Vishwakarma college of Arts, Commerce, Science, Kondhwa Campus (Excluding Classrooms) (Begins at floor Lecture Hall No.

Round 2 ☐

Trace to Thrive To accelerate your knowledge. It is based on algorithmic coding skills, those

who are able to solve first and find the correct output will get the next clue.

Event Tagline: "Get The Door -Its Trace the Output"

Students In-charge: Suraj, Shankar, Sejal

Target Audience: All streams UG and PG.

Platforms: On spot Location: Vishwakarma college of Arts, Commerce, Science, Kondhwa Campus (Excluding Classrooms)

Round 3

Code Quest Creativity, innovation in building and designing the code that enable students to measure their abilities. It involves logic building abilities and problem solving skills. Participants are asked write code on real world given problems.

1. The difficulty level of the clues will increase with each round.

2. The judgment will be done on the basis of the time taken by the teams to hunt the code in all the three rounds.

Event Tagline: "Get The Logic -Its Trace the Difficulty"

Students In-charge: Ratan, Ankit, Divya

Target Audience: All streams UG and PG.

Platforms: On spot Location: : Vishwakarma college of Arts, Commerce, Science, Kondhwa Campus (Excluding Classrooms)

2. EVENT II: Bug Fixer

Description of the event:

This event is designed to test participants' error detection and problem-solving abilities.

Each group will have three members. The event will take place in

There are three rounds, which are as follows: (Participants per team: minimum 2, maximum 3).

Round 1

Pick-A-Choice Multiple-Choice Round:

This will be an MCQ round in which participants must select the correct answer.

For scoring points, answer options to questions are displayed.

1. The score will be determined by your speed and accuracy.

2. Every question will be answered in 15 seconds.

3. Failure to respond within the time limit will result in a score of 0.

4. Players are permitted to connect to the internet.

5. Depending on where they sit, players can use their phones or PCs.

Arrangement.

Think quick, think logically is the motto of the event.

Volunteer Names:

All UG and PG streams are targeted.

On-the-spot platform.

Computer Lab - II is the location.

Round 2

Land of Bug (Interactive Bug-Debug Round):

In this round, each team will be provided with bug-free code that has been pre-written. A team member must insert bugs into bug-free code before another team attempts to remove the bugs, and vice versa.

1. The teams will draw a chit from the ballet and will be assigned to a team whose code they will have to bug.
2. A pre-written code will be placed on the participants' desktops for them to execute and remember. Within a time limit, only one team member must bug the opponent's code. (20 min)
3. The bugs that are inserted must adhere to the specified error types and limits; the bugs cannot be random, such as deleting everything or inserting random stuff anywhere. It must be strategic and not obvious; if the bugs are invalid, the team will lose points.
4. Once the bugging is finished, the coordinators will double-check the inserted bugs to ensure they are valid. (20 min)
5. Following verification by coordinators, the teams must debug the bug codes. (20 min)
6. Teams' scores will be determined by their bugging ability, strategy, and stealth. It will also be determined by how effectively and quickly they can debug the code within the time limit.

Event slogan: "Great problem-solving skills come with great bugs."

Volunteer names:

All UG and PG streams are targeted.

On-the-spot platform.

Computer Lab - II is the location.

Round 3:

The Cracking Bug (Troubleshooting Round):

In this round, each team will be given a zip file containing 50 codes, from which they must carefully determine which code contains a bug and show it to the coordinators.

- 1) Each team will be given a zip archive containing 50 files containing bug-infested programmes (one or more bugs).
 - 2) They will have one hour to find the errors and add a comment to the file.
 - 3) Once the team believes it has found all of the bugs, it can notify the organisers. They must write down the code file number.
 - 4) The programmes will be standard ones like Fibonacci, palindromes, and so on. As a result, participants are encouraged to develop similar codes.
 - 5) The score will be determined by how many bugs are discovered and how accurate they are; incorrect discoveries will result in negative markings.
- "Bugs don't ever curse my neck," says the event's tagline.

All UG and PG streams are targeted.

On-the-spot platform.

Computer Lab - II is the location.

Event - III

Quizzard (Quiz competition)

Attend the Quiz with questions from Current affairs, Science, Commerce, Arts and Entertainment also.

Rules -

All that you need to know about Quizzard

Theme: Current affairs, Science, Commerce, Arts and Entertainment

*Rules and Guidelines

- Eligibility: 1. UG, PG students across any college can participate.
2. Each team will have two members and a person can be a part of one team only.
 3. Both participants must be from the same college.
 4. Only one team is allowed from a college.
 5. Quiz duration/round: Round 1- 20 minutes
Round 2- 15 minutes
 6. Questions types: MCQ, image, audio-video connect, text etc
 9. There is only one correct answer for each question with no negative marking
 10. In case there is a tie of the score, the quiz completion/best time will be considered as a deciding factor.
 11. This is a standalone quiz competition.
 12. Only the team leader (the person who registered the team) shall play the quiz.
- Contact Person-(Poonam Chavan madam & Shrasti Shiv madam)
- Volunteers name- (inform you later)



BRACT's
VISHWAKARMA COLLEGE OF ARTS, COMMERCE
AND SCIENCE, PUNE
Academic Year 2022-2023

VISHWA-TECH- 2K23

EVENT DETAILS

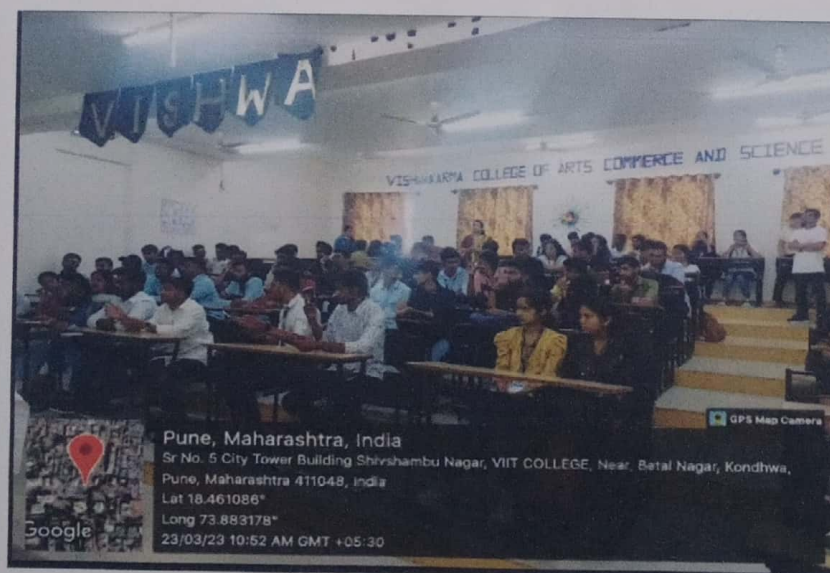
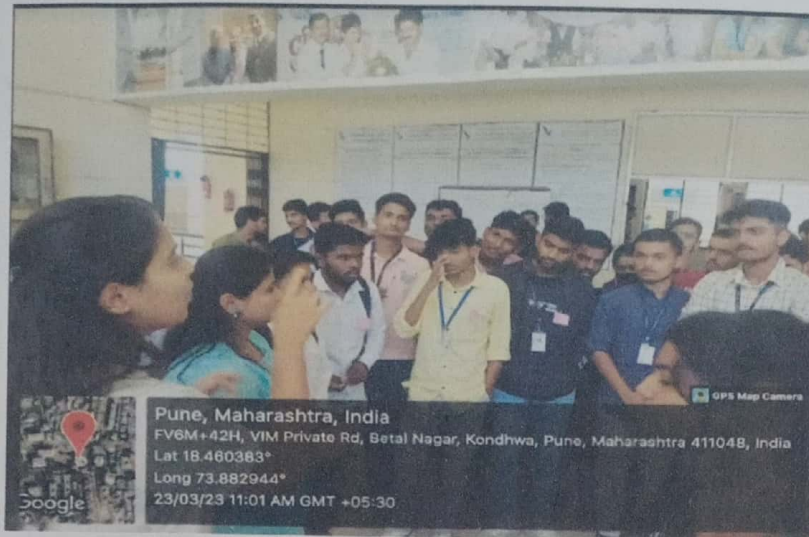
Name of Event:-Quizzard Competition (Quiz)

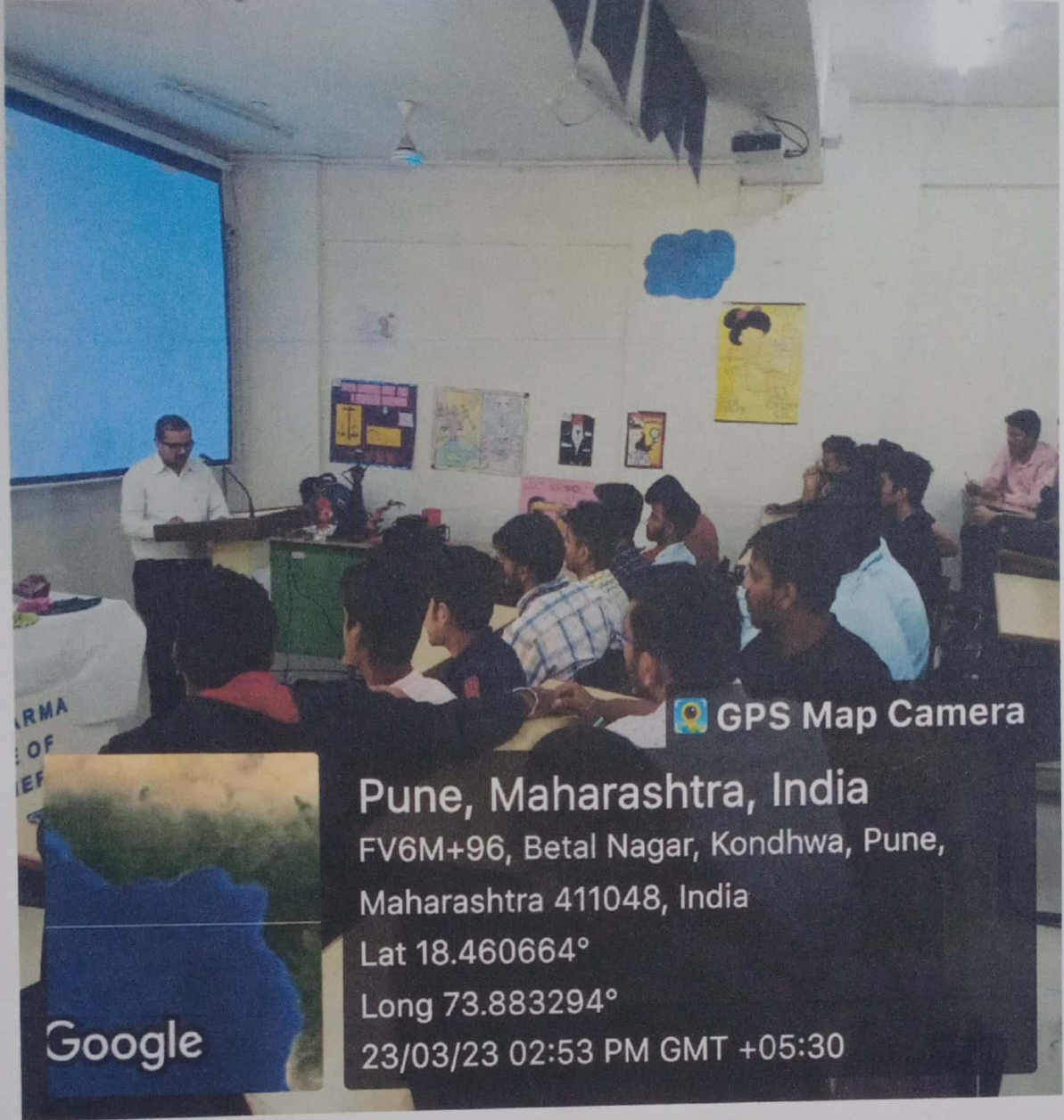
Date:-23/03/2023


Name of Winners:

1st prize:- Gaurav U. Bade & Pavan Karke.
(AISSMS, Pune)

2nd prize:-Atharva Deshmukh, Tejas Badkule & Shrey Shah
(PICT, Pune)





 GPS Map Camera

Pune, Maharashtra, India

FV6M+96, Betal Nagar, Kondhwa, Pune,

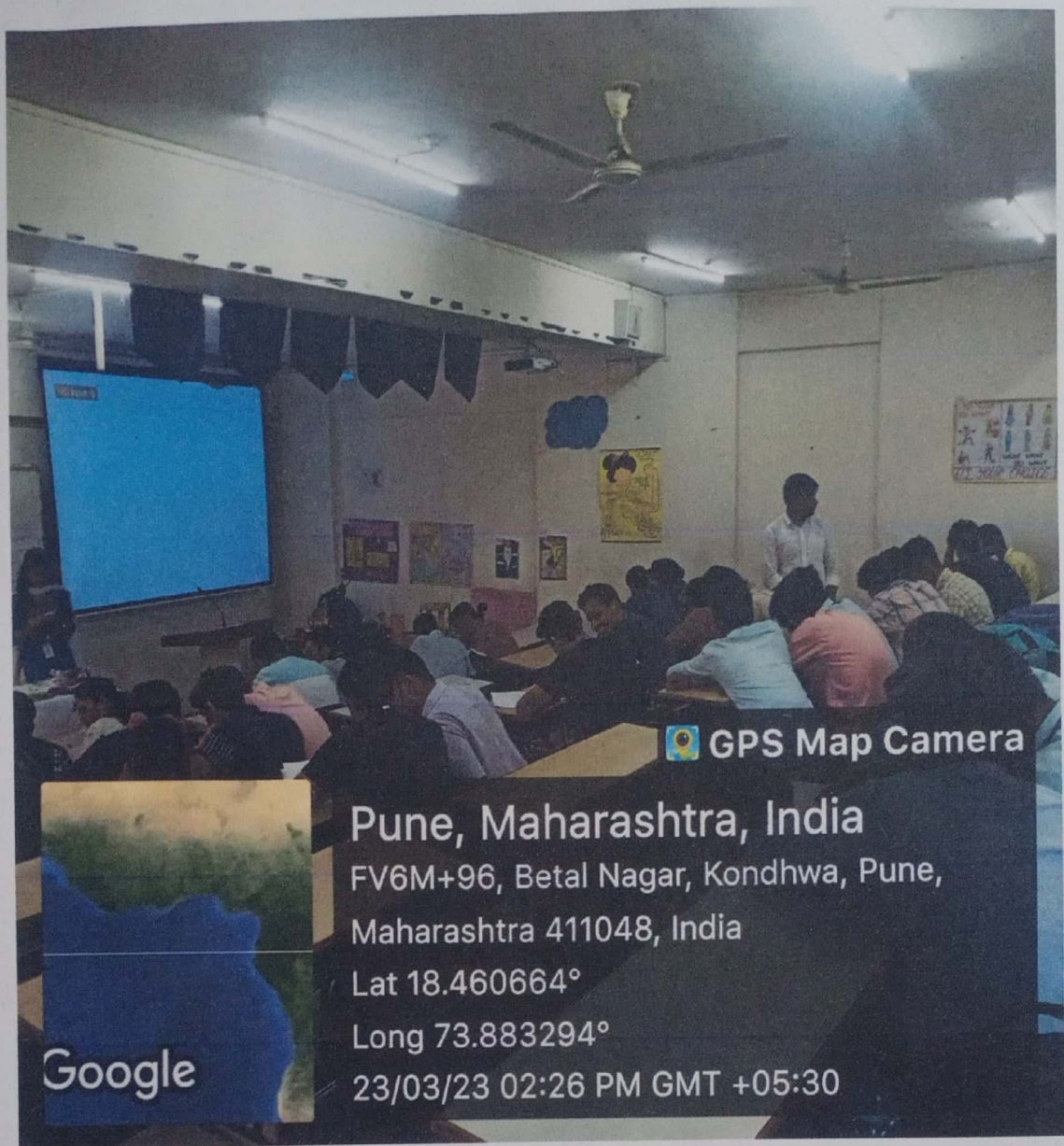
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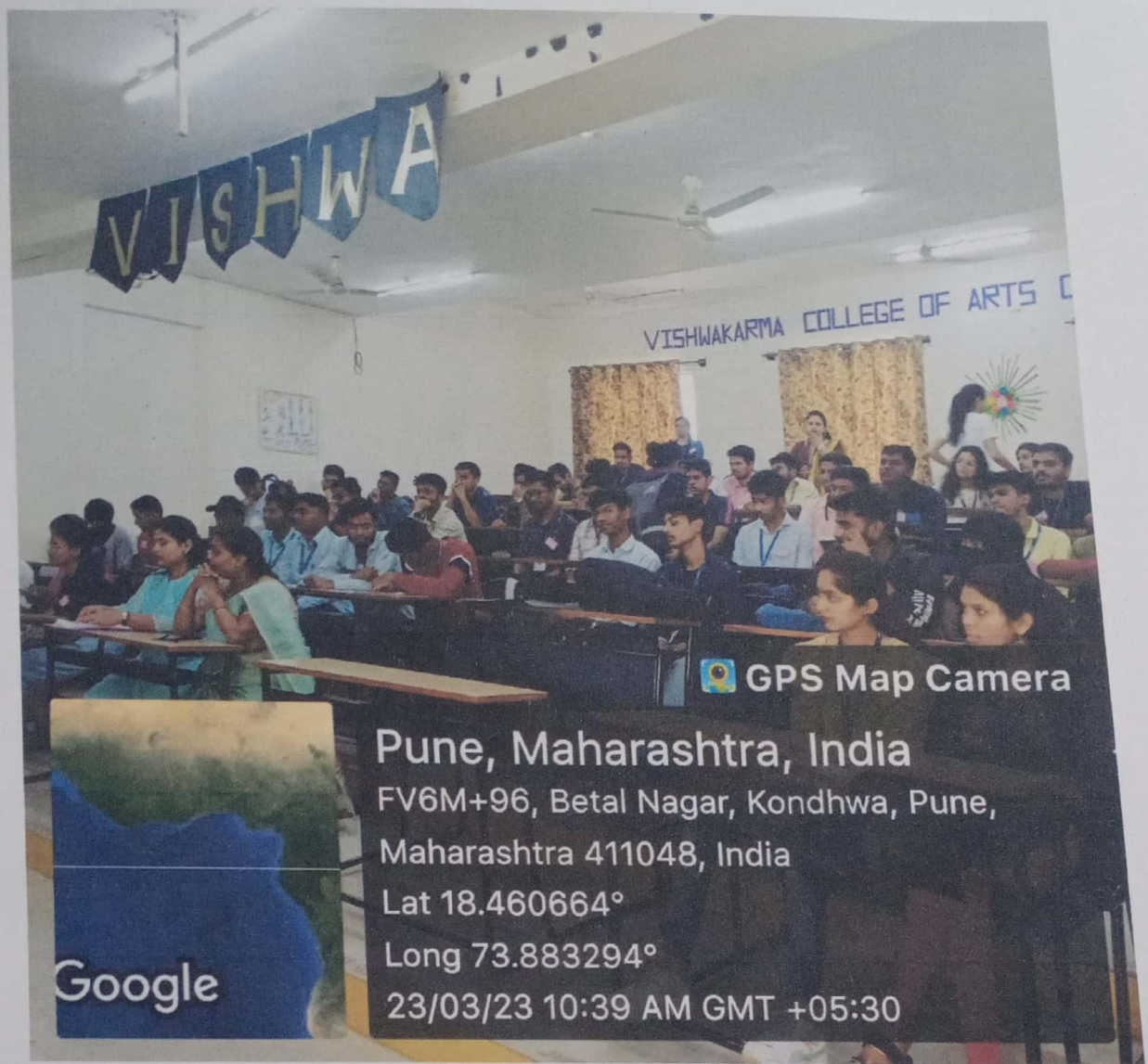
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Long 73.883294°

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Google





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Pune, Maharashtra, India

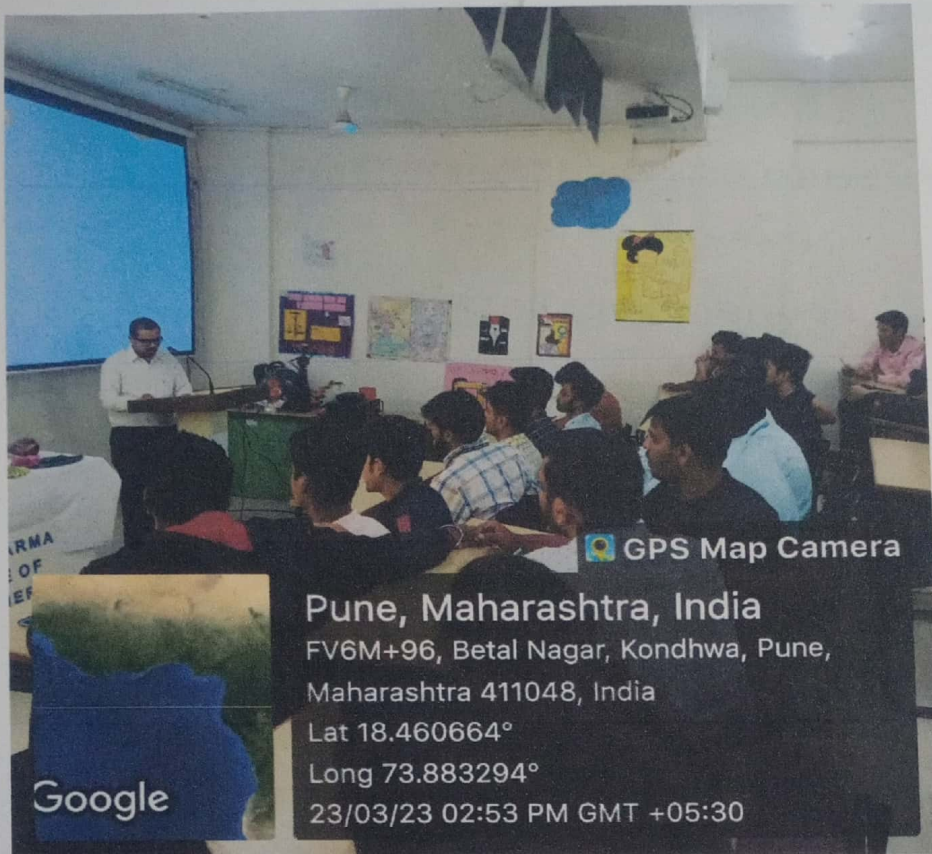
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