



Shri Siddheshwar Devasthan, Solapur.

Shree Siddheshwar Women's College of Engineering, Solapur.

Approved by AICTE, New Delhi, Recognized by Govt. of Maharashtra & Affiliated to DBATU, Lonere

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KALPAK-2K26

Name of Event: - Code Craft

Group Size: Individual / Solo Participation

Entry Fee: ₹150 per participant

ABOUT CODE CRAFT:

Code Craft is a competitive coding event that challenges participants to think critically, analyze problems, and code efficiently.

Code Craft is not just about writing code — it is about how you think, how you analyze a problem, and how effectively you transform an idea into a solution.

EVENT STRUCTURE:

ROUND 1 — TECHNICAL QUIZ	30 MCQs 15 Minutes
ROUND 2 — REVERSE CODING	Expected Output → Program 20 Minutes
ROUND 3 — MYSTERY CODE	Final Coding Challenge 30 Minutes

Only qualified participants will advance to the next round.

ROUND 1 — TECHNICAL QUIZ

30 MCQs • 15 Minutes

Platform: JoinMyQuiz	Mode: Solo Participation
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About the Round

This round test participant's technical knowledge, C Programming, Java, & Python Programming and Data Structures (DSA) through a timed online quiz.

Topics: • C & C++ Programming

- Java & Python Programming
- Data Structures and Algorithms (DSA)

Rules:

1. Participants must log in to the **JoinMyQuiz** website before the quiz starts and be ready to begin the quiz.
2. The quiz must be attempted individually, and all 30 questions must be completed **within 15 minutes. Time taken will also affect the score**; faster and accurate completion is preferred.
3. Mobile phones, ChatGPT, AI tools, search engines, unauthorized websites, and external assistance are strictly prohibited.
4. Communication regarding quiz questions or answers is not permitted during the test.
5. Login or technical issues must be reported immediately to the coordinator, and no extra time will be provided for late joining or login-related issues

IMPORTANT NOTE: Keep your Email ID and Password ready before the quiz begins.

Qualification for Round 2:

Shortlisting will be based on score and time-based performance.

ROUND 2 — REVERSE CODING

Expected Output → Program • 20 Minutes

About the Round

An expected output will be provided. The task is to analyse the output, identify the logic, and create a working program that produces the given result.

Lucky Draw — Output Challenge

Each participant will pick one slip through the Lucky Draw. The selected slip will contain the output to be reproduced. The slip cannot be changed or exchanged.

Languages and Coding Environments:

Language	Coding Environment
C / C++	Turbo C++
Python	Python IDLE
Java	JDK Command Prompt (javac & java)

Rules:

1. Choose **ONE programming language** before starting. **Switching languages is not allowed.**
2. Analyze the output, identify the required logic, write, execute, verify, and submit the program **within 20 minutes.**
3. **Only the approved coding environment may be used.** AI tools, search engines, online compilers, websites, mobile phones, and external assistance are strictly prohibited.
4. Sharing code, logic, inputs, or solutions with others is not permitted.
5. Any technical issues must be reported immediately to the coordinator.

Qualification for Round 3:

Shortlisting will be based on **Reverse Coding performance.**

ROUND 3 — MYSTERY CODE

Final Coding Challenge • 30 Minutes

About the Round

A single problem statement will be given to all participants. The problem may be presented in an **indirect or situation-based format** and must be solved through logical thinking and coding.

Rules:

1. The **same single problem statement** will be provided to all participants.
2. Participants must independently solve the given problem **using C Programming Language only** on the **Turbo C++ platform**.
3. AI tools, search engines, online compilers, unauthorized websites, mobile phones, and external assistance are strictly prohibited.
4. Sharing code, logic, inputs, or solutions with others is not permitted.
5. Code must be executed, verified, and submitted **within 30 minutes**.
6. Any technical issues must be reported immediately to the coordinator.

Problem-Solving Flow

Read Problem → Understand Requirements → Identify Logic → Choose Language → Write Code → Execute & Verify → Submit

Evaluation Flow

Problem Understanding → Logical Approach → Code Implementation → Execution & Output → Correctness → Time Management

Judge's decision regarding scoring and final selection shall be final and binding.

COORDINATORS CONTACT DETAILS

FACULTY COORDINATOR

Prof. S. M. Gungewale

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Prof. N. J. Shaikh

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STUDENT COORDINATOR

Ms. Soujanya Gotimukul

Contact: 8767777287

STUDENT CO-COORDINATOR

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Contact: 9923215002

ALL THE BEST!!!

Ms. Soujanya Gotimukul
Student Coordinator

Prof. S. M. Gungewale
Faculty Coordinator