

# Events Organised



On the occasion of Diamond jubilee Celebration (65<sup>th</sup> anniversary) of Govind Ballabh Pant University of Agriculture and Technology, the Computer Engineering Department organised two events namely The Gamers League and Technovation, a technical quiz and coding competition.

TECHNOVATION, a technical quiz and coding competition. The first round was the preliminary round where participants were tested based on their general aptitude, logical reasoning and basics of programming and the second round was a coding round.

GAMER'S LEAGUE, was a fun gaming event that consisted of 2 exciting games namely, Counter Strike- Global Offensive and Tekken 3.

On 26th November at 3pm, the event was inaugurated by Dr. Devendra Kumar, Dr. P.S. Mehar, Dr Ajeet Kumar, Dr. Vinod Baliyaan, by cutting the ribbon, which filled the atmosphere with zest and enthusiasm.

These events were organized on two consecutive days, i.e. 26th and 27th of November 2022.

At the end of the event the Head of Department, Dr. S.D Samantaray, Staff Counsellor of Interface Dr. P.K Mishra presented the award to the winners.



The poster is for an event titled "INTERFACE presents LORD of the CODE The Coding Competition". It features a dark background with glowing green and blue digital elements. At the top left is the logo of the institution, and at the top right is a circular logo for "COLLOQUIUM '23". The word "INTERFACE" is written in large, bold, red-outlined letters. Below it, "presents" is written in a smaller, white font. The main title "LORD of the CODE" is displayed in a stylized, glowing green font, with "of the" in a cursive script. Below the title, "The Coding Competition" is written in a smaller, white font. On the left side, there is a QR code with the text "SCAN TO REGISTER" above it. At the bottom, the event details are listed: "Date: 20 May and 21 May", "Venue: Computer Engineering Department", "Coordinator: Shruti Singh (+91-7817845588)", and "Co-Coordinator: Anushree Rawat (+91-8630124073)".

**INTERFACE**  
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**CODE**  
The Coding Competition

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### **ROUND 1(Aptitude round)**

Lord of the code had two levels, the first level was elimination round in which mental aptitude of the participants was tested, a total of 60 students participated in this event. The venue of the event was software lab. 1st round consists of 50 objective questions that is to be solved in 60 minutes. The Aptitude Multiple Choice Question (MCQ) Test is a comprehensive assessment designed to evaluate the logical reasoning and analytical abilities of participants. Hosted on Google Forms, this test aims to challenge participants' problem-solving skills, critical thinking, and decision-making capabilities.

The aptitude test consists of a set of multiple-choice questions, each with a stem or a problem statement, followed by several response options. Participants are required to choose the most appropriate answer from the given options. The questions cover a wide range of logical reasoning topics, including analogies, deductive and inductive reasoning, syllogisms, coding-decoding, puzzles, and more.

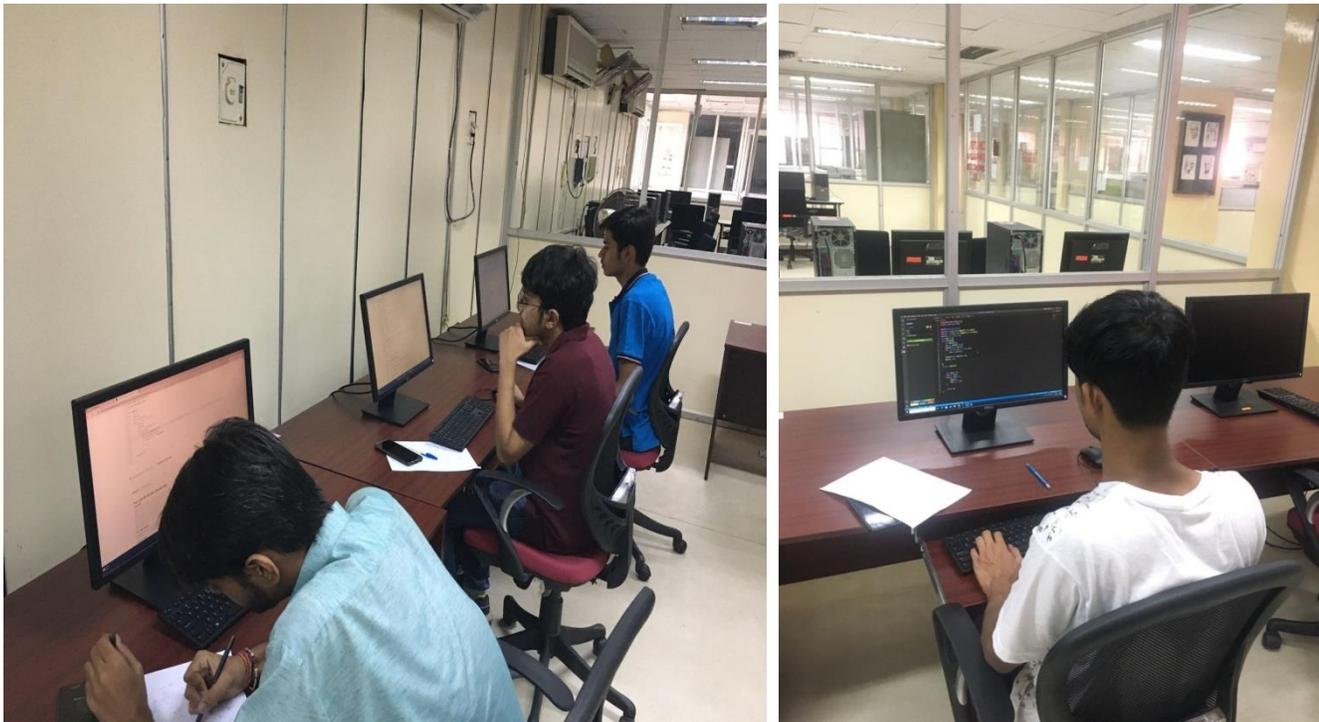
### **ROUND 2(Coding Competition)**

The second round was a coding competition in which total 7 questions needed to be solved in 2 hours. The coding contest was hosted in hackerrank which helped in automatic scoring and faster candidate evaluation. 2nd round was meant to push the logical and reasoning abilities and to test the coding skills of the participants.

Coding Contest on HackerRank: Igniting the Competitive Spirit in College Students. The Coding Contest hosted on HackerRank is an exhilarating event designed to foster the competitive

spirit and showcase the coding prowess of college students. With its user-friendly interface and comprehensive coding challenges, this contest provides a platform for participants to test their programming skills, solve real-world problems, and compete against their peers.

The contest is hosted on the popular coding platform, HackerRank, which provides a seamless and intuitive coding experience. It typically consists of 7 challenges, each featuring a set of coding challenges of varying difficulty levels. The challenges cover diverse programming domains such as algorithms, data structures, dynamic programming, greedy algorithm and more. Participants are required to solve the given problems within a specified time limit using their preferred programming language.



### **Benefits:**

1. **Skill Development:** The contest enables participants to sharpen their coding skills, gain practical knowledge, and enhance their problem-solving abilities.
2. **Competitive Environment:** Engaging in healthy competition encourages participants to push their boundaries, think creatively, and develop innovative solutions to coding problems.
3. **Networking Opportunities:** The contest provides a platform for participants to connect with fellow programmers, build professional relationships, and potentially attract the attention of industry recruiters.

# KURUKSHETRA -THE LAN GAMING EVENT



KURUKSHETRA is the LAN gaming event that is conducted by the INTERFACE-The branch chapter of Computer Engineering Branch.

KURUKSHETRA provides student the thriller of virtual world and the gaming exposure.

200 participants registered in the event for the three games.

1. Valorant
2. Fifa
3. Tekken

**Valorant** is the team game that give participants the spirit of team work and leadership to the team leader. There were total 22 teams registered for the valorant. The winner team of the game is T-Bag.

**Tekken** is the PC game that focuses on the attention and the power to focus of the players. There were total 84 participants in the Tekken. The 42 participants cleared the knockout round.

**FIFA** brings the World's Game to life, letting participants play with the biggest leagues. There were total 40 participants in the FIFA out of which 20 cleared the knockout rounds and proceeded further.

