

CODZLEMMMA

General Instructions:-

1. Beginning as well as advanced division teams will consist of at most 2 people.
2. The languages in which the programming is to be done are C/C++/Java.
3. No sort of external electronic media and internet access is allowed.
4. All solutions must be written from scratch.
5. No modification of pre-existing code is allowed.
6. No copying of sample or help files will be allowed.
7. No type of documentation will be allowed in the contest area.
8. There is no negative marking, feel free to try.
9. No extra time will be granted to compensate for lost time due to for delay in arrival.
10. The prelims would be of 30mins.
11. 5 teams would be selected for the second round.
12. Second round would be of two hours in which the programming skills of the programmers would be judged.
13. Once you register for the event, you indicate your acceptance that the jury's decision will be final and binding.
14. Prizes and certificates will be awarded to the winning team(s).