

# **DEPARTMENTAL EVENTS FOR MATHEMATICAL SCIENCES**

## **CO-ORDINATE:**

- Shrabani Das

### **1. WORKSHOP ON LATEX**

- RULES-
- a) It is open for all levels of students.
  - b) Each student will be provided with a notepad and a pen.

### **2. Cryptxx (solving mathematical problem)**

- RULES-
- a) It will be held in three levels. LEVEL 1 includes students of class 5,6 and 7. LEVEL 2 includes students of class 8,9 and 10. LEVEL 3 includes students of 10+ to UG level.
  - b) The students will be given 1 hour to complete their question paper.
  - c) No calculator or electronic devices would be allowed.
  - d) They will be provided with a rough sheet (A4 paper).
  - e) They need to bring their own pens.
  - f) Prizes will be given to top 2 of each level.

### **3. Rubik's cube (open for all)**

- RULES-
- a) Participants will be provided with a rubik cube and a time counting tool (mobile).
  - b) Participants will be given only one chance (one attempt).
  - c) Prizes will be given to top 2 i.e the one taking the least time will get the 1<sup>st</sup> prize and the one taking the 2<sup>nd</sup> least time gets the 2<sup>nd</sup> prize.

### **4. Zetta Byte (Coding contest)**

- Rules-
- a) It is an individual event where students belonging to school level as well as UG level can participate.
  - b) Participants are expected to be quite fluent in C\C++. (More in the Programming Environment Section below\*\*\*)
  - c) Participants will be supplied with rough sheet of paper but they need to bring their own pen\pencils.
  - d) Participants are advised to reach the venue 1 hour prior to the commencement of the event.

\*\*\* Programming Environment.

- Participants will be given a set of problems which are to be solved in a particular amount of time.
- All the participants will be given the same set of problems.
- Languages to be allowed are C and C++.
- Participants will be judged based on the number of successful submissions they make in the given time frame.
- Failing in one or more test cases will render the entire program wrong.