



SOUTH EAST ASIAN EDUCATION TRUST®

## **S.E.A. COLLEGE OF ENGINEERING & TECHNOLOGY**

(Approved by All India Council for Technical Education (AICTE), New Delhi, Accredited B++ by NAAC  
Affiliated to Visvesvaraya Technological University (VTU), Belagavi, Recognised by Government of Karnataka)

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### **Report on the Technical Event “Hackathon1.0”**

#### **Objective of the Event:**

The objective of Hackathon 1.0 aims to provide an inclusive and engaging platform for beginners who are new to coding, offering them an opportunity to explore the world of technology in a supportive environment. The event is designed to cater to individuals whom may not have prior coding experience, allowing them to participate and learn alongside their peers.

Through two elimination rounds, participants will have the chance to showcase their problem-solving skills and creativity. The first round, the Brain Battle, comprising 18 multiple-choice questions, tests participants' logical thinking and basic understanding of concepts related to technology and coding.

The second round is a coding challenge where participants will have the chance to apply their newfound knowledge and skills. This round provides an introduction to coding principles and allows participants to experiment with coding in a beginner-friendly environment.

Overall, Hackathon 1.0 aims to foster a spirit of learning, collaboration, and innovation among beginners, empowering them to explore the world of coding and technology with confidence and enthusiasm.



**S.E.A.COLLEGE OF ENGINEERING AND TECHNOLOGY**  
EktaNagar,Basavanapura,VirgonagarPost,(K.R.Puram)

**Banglore-560049**



**Dept of Computer Science & Engineering Organizes**

**A Technical Event**

**“Hackathon 1.0”**

**In**

**Association with IQAC and IIC**

**On 10<sup>TH</sup> FEB 2024**

**Time: 10:00am ONWARDS**

**Venue: ACSeminarHall.**

**Event Co-Ordinator: Minaz I**

**Assistant Professor,**

**Dept of CSE,**

**S.E.A.College of Engineering & Technology**

## EventDetails:

The program, spearheaded by the Department of Computer Science and Engineering (CSE), received invaluable support from Dr. Bhagavant K Deshpande, Director, and Dr. B. Venkata Narayana, Principal, alongside Prof. Sukesh H A, Head of the Department (CSE), as well as the dedicated faculty members and volunteer students from the Department of CSE.



**Fig1 WelcometoHackathon Rangoli**

This event was designed to engage participants from all departments within the college, and invitations were extended to Heads of Departments across Sea College of Engineering. Commencing promptly at 10:00 AM on February 10, 2024, at the AC Seminar Hall, SEACET, the program commenced with an inauguration ceremony officiated by Dr. Bhagavant K Deshpande, Director, Dr. B. Venkata Narayana, Principal, and the respective Heads of Departments. Following the inauguration, esteemed dignitaries shared their insights on the significance of the Hackathon event. A formal vote of thanks was extended to all guests in attendance.





**Fig2 Inauguration Ceremony**



**Fig3 Vote of Thanks**

Subsequently, the Hackathon 1.0 event commenced, with arrangements made for snacks to be provided to all participants and faculty members from the Department of CSE throughout each round of the competition.



**Fig4 TeamHackathon1.0**

**General Rules:**

**Code of Conduct:** Participants must adhere to the principles of academic integrity, honesty, and ethical conduct throughout the event.

**Resources:** Participants can use any programming languages, libraries, or frameworks to aid them in solving the problems.



**Equipment:** Participants must bring their laptops or devices with necessary development environments and tools pre-installed.

**Decision Authority:** The judging panel's decisions will be final and binding.

**Prizes:** Certificates will be distributed to the top-performing participants based on their performance and innovation. Participant Certificate Will be provided to all the participants.

## **Round 1:**

### **Brain Battle Round:**

**Time:** The duration of the **Brain Battle** round is 45 minutes.

**Format:** Participants will be presented with a series of multiple-choice questions covering various topics related to.

**Objective:** The primary objective of this round is to assess the participant's understanding of fundamental concepts, problem-solving abilities, and knowledge in relevant domains.

**Questions:** The MCQs will cover a wider range of topics including programming languages, algorithms, data structures, software engineering principles, and emerging technologies.

**Evaluation:** Participants' responses will be automatically evaluated based on correctness and speed. Scores will be tabulated accordingly.

**Qualification:** Participants who achieve a minimum threshold score will advance to the next round.

## **Round 2:**

### **Problem-Solving Round**

**Time:** The duration of the problem-solving round is 2 hours.

**Format:** Participants will be presented with a set of challenging problems or scenarios related to computer science and engineering.

**Objective:** The main objective of this round is to assess the participant's ability to apply their knowledge and problem-solving skills to real-world scenarios.

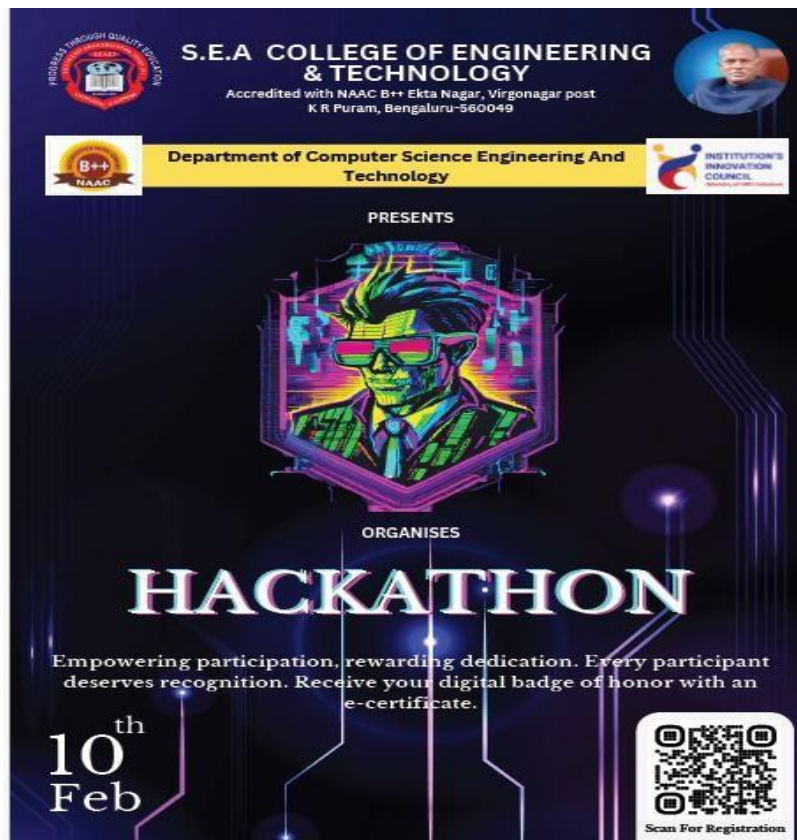
**Problems:** The problems may cover a wide range of domains including software development, data analysis, machine learning, cybersecurity, and more.

**Collaboration:** Participants are not allowed to collaborate with others during this round. The competition is solo.

**Submission:** Participants must submit their solutions or approaches within the stipulated time frame.

**Evaluation:** Submissions will be evaluated based on correctness, efficiency, creativity, and clarity of explanation.

**Winner Selection:** The top-performing participants with the most innovative and effective solutions will be declared winners of the hackathon. Now that you're armed with the rules.



**Fig5. Event Poster.**

## **Outcome:**

The outcomes for Hackathon 1.0 for beginners who don't know coding, with 2 elimination rounds, were as follows:

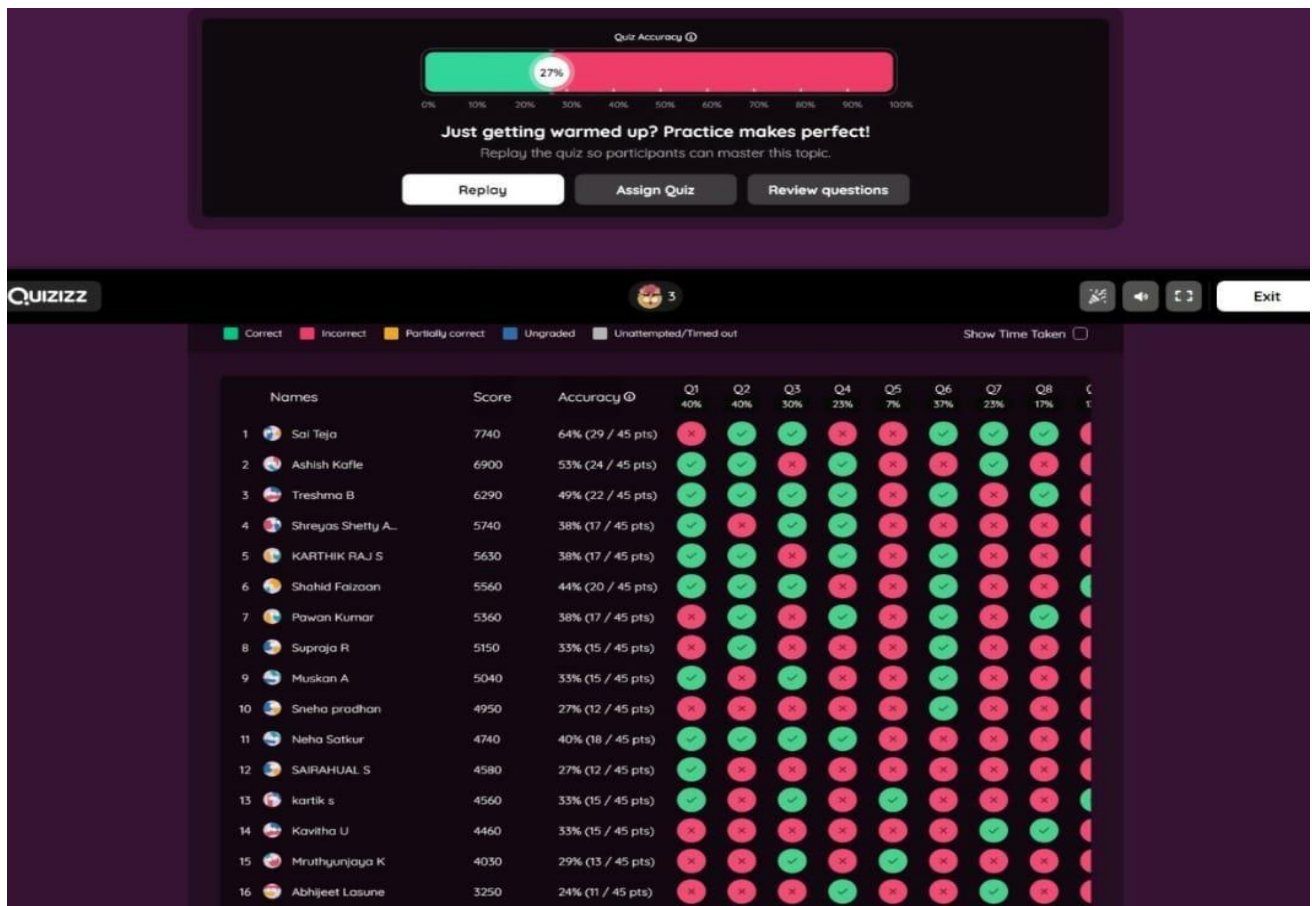
### **1. BrainBattle (First Round):**

This round consisted of 18 multiple-choice questions (MCQs) aimed at testing participants' understanding of programming concepts, problem-solving skills, and logic.



**Fig6Conductionofthefirstround(BrainBattle)**

Participantswhoscoredbelowacertainthresholdwereeliminatedfromthecompetition,narrowing down the pool of contestants for the next round.



**Fig 7 Round 1Results**



## 2. CodingRound(Second Round):

Participants who passed the first round proceeded to the coding round.

In this round, participants were required to solve coding problems within a given time frame.

The problems may have varied in difficulty and complexity, allowing participants to showcase their programming skills.





**Fig8 Conduction of Round Two**

Winners:

After the coding round, the judging panel evaluated the submissions and selected the winners based on various criteria such as correctness, efficiency, and creativity in solving the coding problems.

# Leaderboard

Rank	User	Score	Time	Country
1	sajidbaby755	50.00	2:15:54	
2	kafleashish53	30.00	49:08	
2	kunwar5678sande1	30.00	1:28:17	
4	shreyas302005	20.00	44:34	
4	jagatisai11_02	20.00	1:22:41	

**Fig9 SecondRound Leaderboard**

Typically, there were three winners selected from the pool of participants who demonstrated exceptional performance and skills during the event.



**Fig10 Winners along with Respected Director, Principle, Hod (CSE) and faculties.**



### 3. Overall Focus of the Event:



**Fig11 Conclusion of the event by Director, Principle and Other Dignities**

The main focus of Hackathon 1.0 was to motivate and familiarize students who are beginners in programming about the importance of programming and the significance of upgrading their skills. Through the event, participants were encouraged to explore programming concepts, develop problem-solving abilities, and gain confidence in their coding skills. Additionally, the event aimed to create a supportive and inclusive environment where participants could learn from each other and grow as aspiring programmers, regardless of their initial level of expertise in coding.

Overall, Hackathon 1.0 provided a platform for beginners to engage in a friendly competition, enhance their programming knowledge, and gain valuable experience in problem-solving and coding.