

Rule Book

Rev Coding

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1. Welcome to Reverse Coding

Prepare yourself for the coding event of the year! Reverse Coding is not just any challenge; it's the flagship event of Pravega XI, where innovation and intellect collide in a thrilling test of your problem-solving skills.

In Reverse Coding, the thrill comes from the hidden clues buried in the test cases. Your mission, should you choose to accept, is to decode these enigmas and uncover the underlying logic. Each test case is a piece of the puzzle, and your job is to piece them together to reveal the solution.

Dive into the heart of the challenge and prove that you're not just a coder, but a master of reverse engineering. Are you ready to crack the code and become the ultimate Reverse Coding champion?

2. General Rules

2.1. Eligibility

Participants must be registered before the competition begins. Each participant must compete individually or as a team of 2

2.2. Structure

The contest will consist of two stages: a preliminary round in October and a final stage during the main Pravega event.

2.3. Duration

The preliminary stage of the competition will last for a maximum of three hours. Details regarding the exact dates and specifics of the final stage will be announced at a later time.

2.4. Platform

All submissions must be made through the HackerRank platform. Submissions through any other mode will not be accepted.

3. Judging Criteria

3.1. Submission Guidelines

3.1.1. Correctness

The solution must solve the problem as stated and pass all test cases.

3.1.2. Efficiency

The solution must run within the given time limits for all test cases.

3.1.3. Languages

Participants may submit code in any of the languages supported by HackerRank (e.g., Python, C++, Java).

3.1.4. Multiple Submissions

You may submit multiple solutions, but only the last submission before the deadline will be considered for scoring.

3.2. Problem Statement

3.2.1. Understanding Problems

Participants are responsible for reading and understanding the problem statements fully. No clarifications will be provided during the competition.

3.2.2. Test Cases

Each problem will come with multiple test cases. Hidden test cases will also be used to validate submissions.

3.2.3. Scoring

Points will be awarded based on the number of correct test cases passed. Partial credit may be given for passing some but not all test cases.

4. Enforcement

4.1. Code of Conduct

4.1.1. Respect and Integrity

Treat all participants, judges, and organizers with respect. Maintain professionalism and integrity throughout the competition.

4.1.2. Collaboration

Individual or team submissions must be the work of the registered participants. Collaboration with others outside your team is not permitted.

4.2. Disqualification

4.2.1. Cheating:

Use of unauthorized resources, plagiarism, or any form of cheating will lead to immediate disqualification.

4.2.2. Late Submissions

Any submissions made after the competition deadline will not be considered.

4.2.3. *Misconduct*

Any form of misconduct, including abusive language or inappropriate behavior, will result in disqualification.

5. Prizes and Awards

5.1. Winners

The top performers, based on the final scores and judging criteria, will receive prizes. In case of a tie, additional criteria such as submission time and efficiency will be used to determine the winners.

5.2. Announcements

Winners will be announced at the end of the competition and will be notified via the provided contact information. The results will also be published on the competition platform and official event website.