



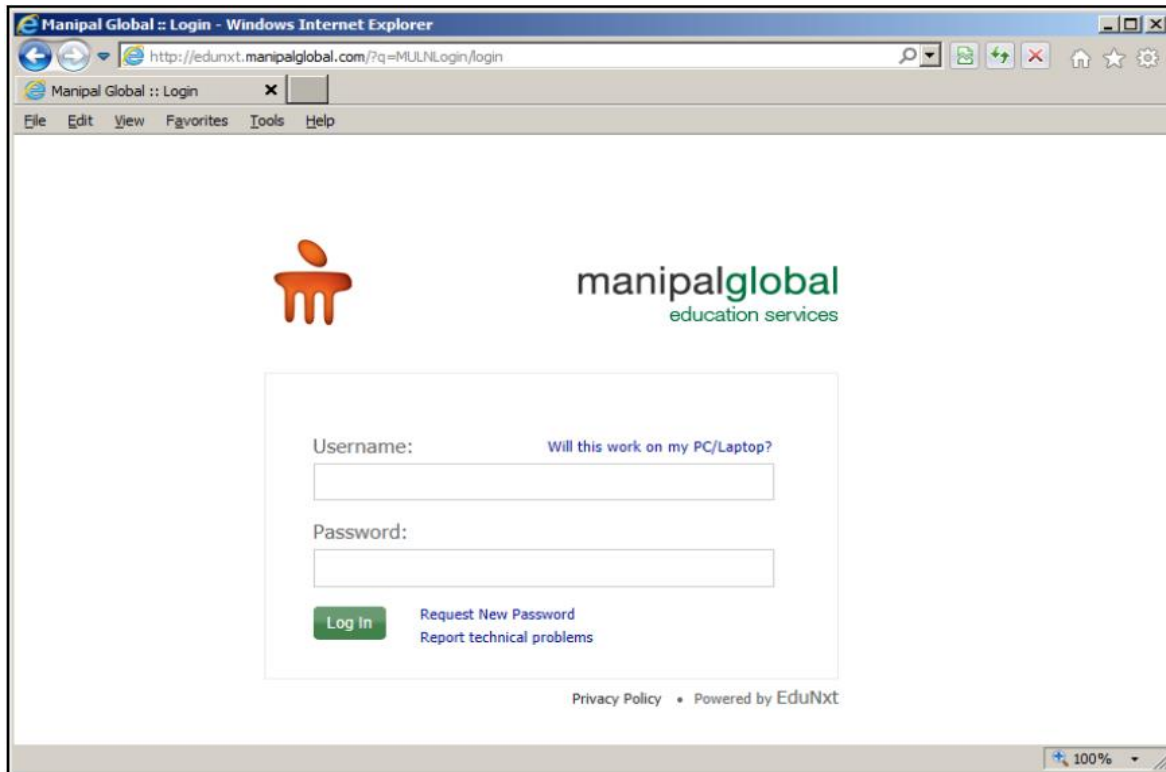
General Instruction for Code Contest

1. Duration of the contest: 1 Week
2. Types of contest : **Two** (click links for more detail)
 - a) [Debugging](#)
 - b) [Coding](#)

3. Language support – C/C++ language
4. Registration process

Participant can register through codathon.manipalglobal.com. Registration will kept open from **21st August 2013 to 4th September 2013**. Contest begins on **6th September 2013**.

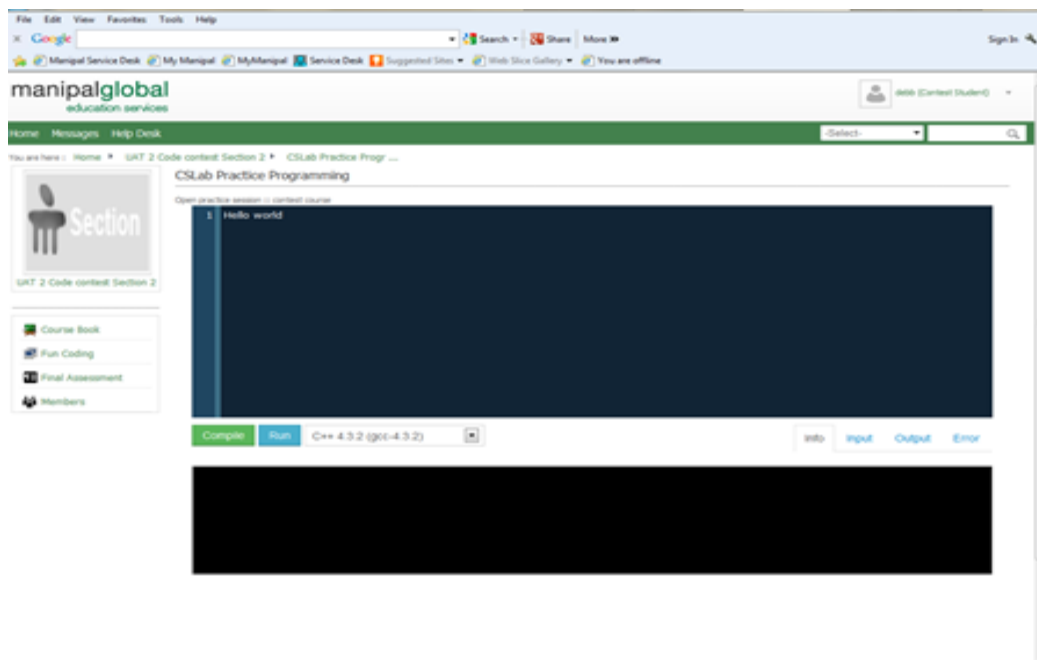
5. Login procedure
 - i. URL: <http://learn-test.manipaltech.net/?q=MULNLogin/login>
 - ii. Provide your credentials. (you must have received credentials after registration process)



6. Technical requirement

PC with internet connection

7. Get to know coding platform - Registered participant can practice coding on “**Fun code**”



8. For any doubt or /clarification, please contact codathon2013@manipalglobal.com

Note

Ensure no network failure while attempting test.

Appear for the contest on all the days.

Debugging/Code Completion

1. The contest will run for ONE week
2. Participant can use the “code contest dashboard” after he / she login to the portal.
3. Contest exercises will be available under the **TO DO** List.

The screenshot displays the 'education services' portal. The main content area is titled 'contest course - Description' and includes instructions for the programming competition. A 'Leader Board' section shows the top four participants: Senzhik (Score: 54), debb (Score: 53), Anantp (Score: 53), and manak (Score: 10). The 'To Do' section at the bottom lists two exams: 'UAT 3-Exam 2-- Pointers test 3' and 'UAT 3--Exam 1 --Expressions test 1', both with 'Attempt' buttons.

Rank	Participant	Score
1	Senzhik	54
2	debb	53
3	Anantp	53
4	manak	10

4. Each day a new set of Two /Three exercises will be available for the completion.
5. Criteria for overall score assessment
 - a. Number of questions attempted
 - b. No of correct answers
 - c. Total Time taken
 - d. Total Number of days attempted
6. Maximum time duration for each exercise is half an hour.
7. Timer will start when the student click on the Attempt.

CSLab Submit My Assessment

Assessment : UAT 3-Exam 2-- Pointers test 3

Timelimit: 30 mins. Score: 1 out of 20 (required). Attempt: 3 of 5 (at least no less) attempts allowed. [Back to Attempt History](#)

UAT 2 Code contest Section 2

Refresh

1 of 2 Remaining time: 29 minutes 52 seconds

Problem Description

Given is a program which accepts a string and displays it. The function call takes a reference variable as argument. Complete the program to implement the desired functionality.

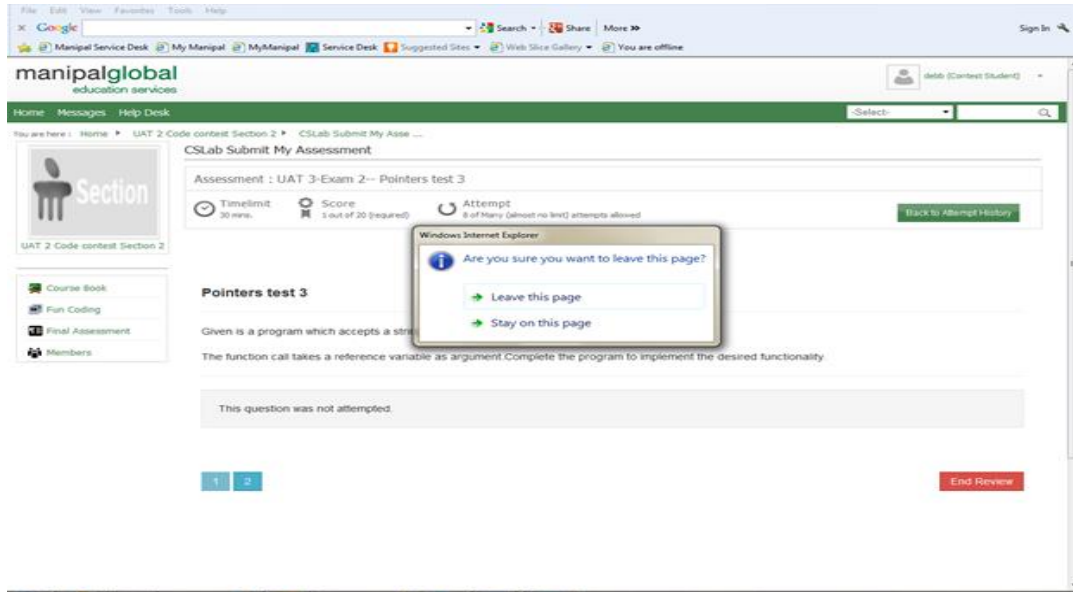
```
1 #include <stdio.h>
2 #include <stdlib.h>
3 stringdisplay( char *x)
4 {
5 }
6 }
7
8 int main()
9 {
10 char str1[20];
11 gets(str1);
12
13 /* write code */
14 stringdisplay(str1);
15 return 0;
```

[Compile](#) [Run](#) [Hint](#) [Info](#) [Input](#) [Output](#) [Error](#)

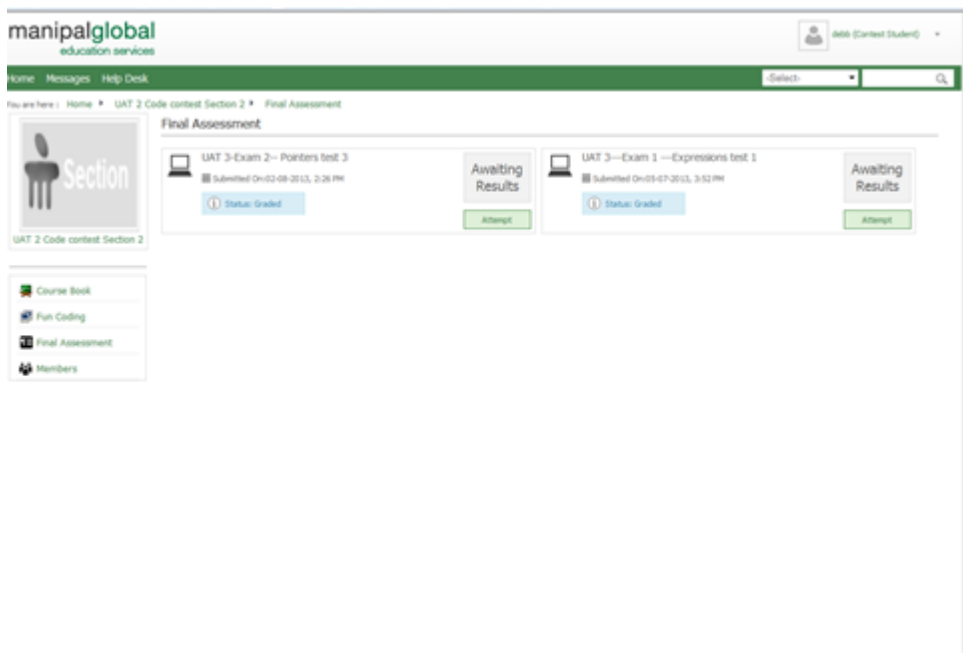
Elements in an array are stored in continuous memory locations, pointer increment will point to consecutive array element.

[Next](#) [Save & end](#)

8. Multiple attempts are permitted for each exercise.
9. Highest score among all the attempts will be taken for the final grade.
10. Grading is automated, click on Final assessment to get the score of all the attempted exercises.
11. Each day student will attempt different set of exercises. If a student fails to take up the contest on a particular day he/she can take up the same along with the next day set of exercises. However participants are suggested to take up the contest on all seven days since "Total number of days attempted" is one of the parameter to secure high score.
12. In case of refreshing a page, a popup message will appear to ask "leave page" or "stay on page". Leave page will redirect to invalid attempt page and the participant can click again on home page or final assessment page to attempt again.

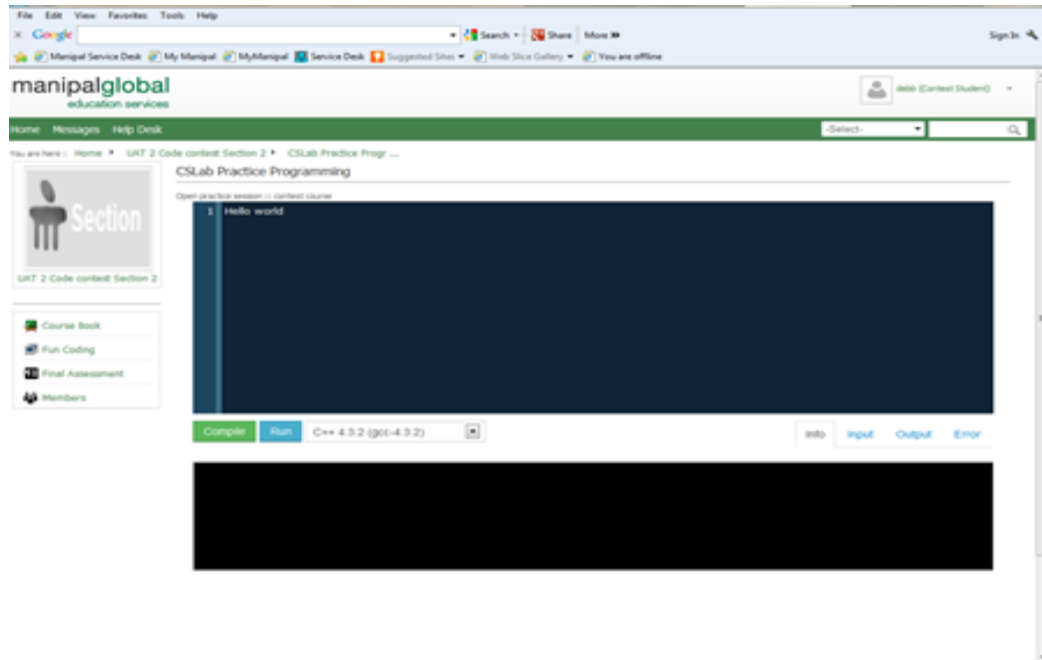


13. In case of network outage or closing browser issues, attempt button will be enabled for the participant again in 5-7 mins.
14. In case of technical error like unacceptable code display problem, then the attempt button will be enabled next day 2 PM (configured time).
15. Leader board- Top scorers name and score will be displayed.



Code Development

1. Contest exercises will be available under the **TO DO** List.
2. Number of Exercise to attempt –One



3. Participant can continue to code for all the seven days. Storage and retrieval of partial codes should be done by the participant at their local system itself.
4. On completion of code the participant can submit for evaluation.
5. Multiple submissions are permitted however the last submission will be considered for grading.
6. Criteria for assessment
 - a. Completion of code
 - b. Correctness of answer
 - c. Logic
 - d. Time taken
 - e. Addresses all the Test cases
7. In case of refreshing a page, a popup message will appear to ask “leave page’ or “stay on page”. Leave page will redirect to invalid attempt page and the participant can click again on home page or final assessment page to attempt again.
8. In case of network outage or closing browser issues, attempt button will be enabled for the participant again in 5-7 mins.
9. In case of technical error like unacceptable code display problem, then the attempt button will be enabled next day 2 PM (configured time).

10. Leader board- Top scorers name and score will be displayed post evaluation approx. after 5 – 7 working days.