

Anveshana 2022-2023

Anveshana is annual flagship event of Dept of CSE, JNNCE. It is a National level tech fest where students from all across the state and country visit and compete with hundreds of enthusiasts in an array of technical events!



National Education Society (R)

JNN COLLEGE OF ENGINEERING, SHIVAMOGGA

Approved by AICTE, New Delhi, Certified by UGC 2f and 12B, Accredited by NBA and NAAC-B, Recognized by Govt. of Karnataka and Affiliated to VTU, Belagavi.



JNNCE was established in the year 1980 by the National Education Society. The college is affiliated with Visvesvaraya Technological University (VTU), Belagavi, and is recognized by AICTE, New Delhi. It offers 8 UG and 2 M.Tech Programs besides MBA and MCA. It has 9 Research centers recognized by VTU. Spread over 39.4 acres, the campus has the amenities to cater to the needs of over 3400 students and 400 employees. Each department is equipped with a good infrastructure with qualified and experienced faculty and well-equipped laboratories. The Institution has 46 doctorates and 56 research scholars to its credit. The college is regarded as one of the excellent centers for technical education and research. The college hosts a number of international and National workshops Conferences, seminars, and short-term courses throughout the academic year.



The Computer Science and Engineering department was established in the year 1991. Since then, the department has held a position of pride in JNNCE. The Department offers B.E., with an intake of 180 and PG course in M.Tech.(CSE) with an intake of 25. The department has well qualified, experienced and dedicated faculty to provide quality industry tuned education to the students. The Department Infrastructure fulfils the requirements of academics, supports research and learning skills on the latest technologies. Department has six laboratories equipped with high end computer systems to carry out the lab sessions, projects and research activities. Special care is taken for each student by implementing mentor scheme. Apart from central library, books are issued to students using department library facility.

Computer Science department has a Research centre recognized by Visvesvaraya Technological University (VTU) established in the year 2003. Many research related activities such as conferences, workshops and training programs are organized by the department for both faculty and students. COSMOS- Computer Sc. Students forum in the department conducts lot of competitions for students to grab the extra-curricular talents hidden in students. Every year on an average 70% of students gets recruited in many reputed companies through campus placement cell.

UI/UX Design

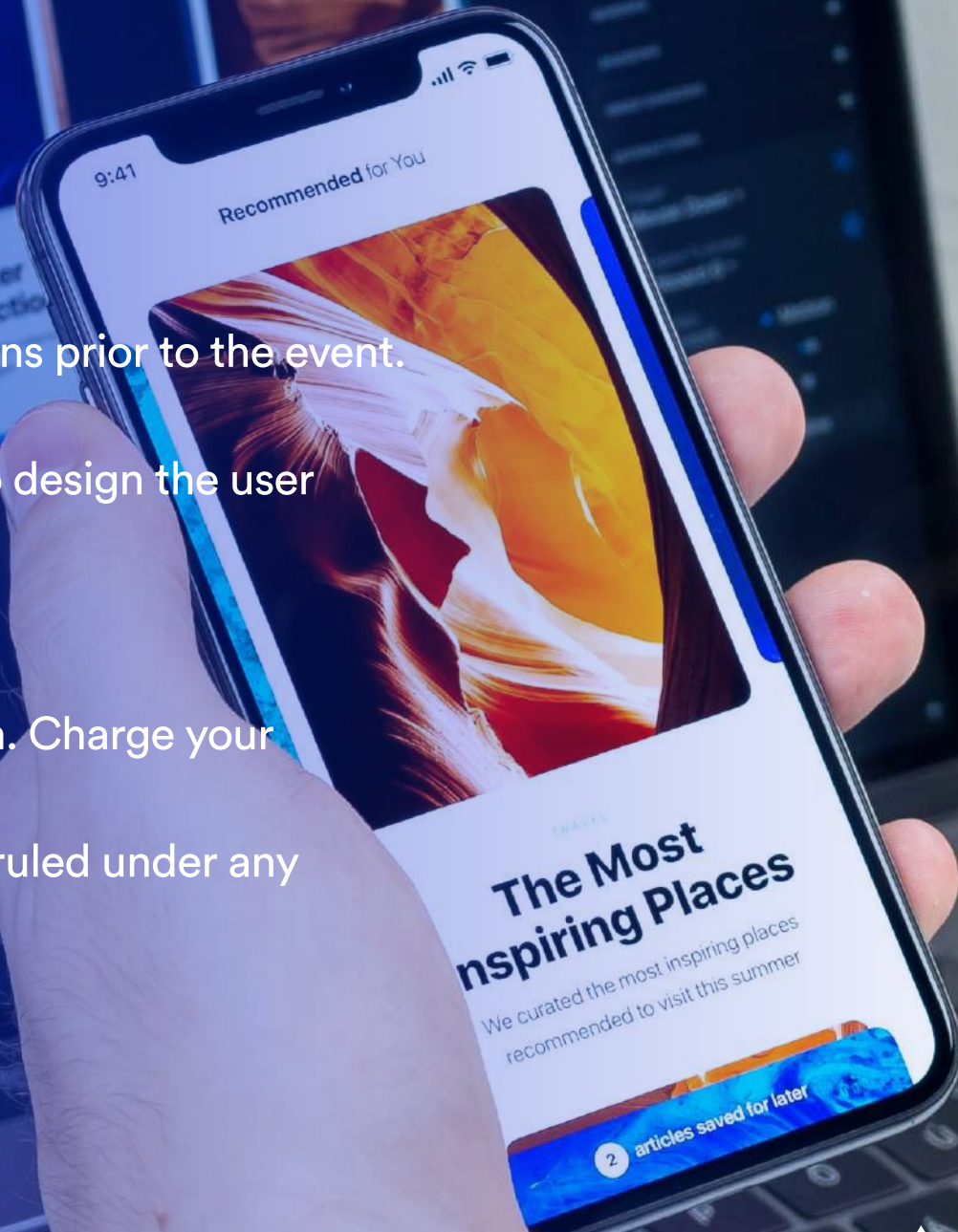
Rules:

1. Maximum number of participants per team: 2.
2. Participants must be at the event spot 10 or 15 mins prior to the event.
3. Plagiarism strictly prohibited!
4. One application will be given for that you have to design the user interface within the allotted time.
5. Figma software must be used for designing.
6. Total Duration of the event is 60 minutes.
7. Atleast one laptop is compulsory from each team. Charge your laptops while bringing.
8. Judges decision will be final and will not be overruled under any circumstances.

Coordinators:

Shubha M L - 6364 085 398

Prerana C Rao - 7899 034 810



Clash of Codes

Rules:

1. Maximum number of participants per team: 2.
2. Participants must be at the event spot 10 or 15 mins prior to the event
3. Only C,C++,Python,Java languages can be used.
4. At least one Laptop is compulsory from each team. Charge your laptops while bringing
5. Event consists of 3 rounds:

Round 1: Technical Quiz

- Basic programming questions will be asked.
- Platform will be mentioned a day before the event.

Round 2: Mind Your Logic

- Programming questions will be given. The teams have to execute the code. (Time limit is 60 mins)
- Code will be evaluated for the test cases.
- Test cases are just samples. We can give any input.



Round 3: Blind Coding

- Participants will code with their monitors off.
- Languages allowed are C/C++.
- Participants will have to submit the code without debugging.

The final top 3 will be selected on the basis of the marks scored in both 2nd and 3rd round.

6. Teams with any malpractice are directly disqualified.
7. Judges decision is final and is not overruled under any circumstances.
8. Participants can use the compiler of their choice.

Coordinators:

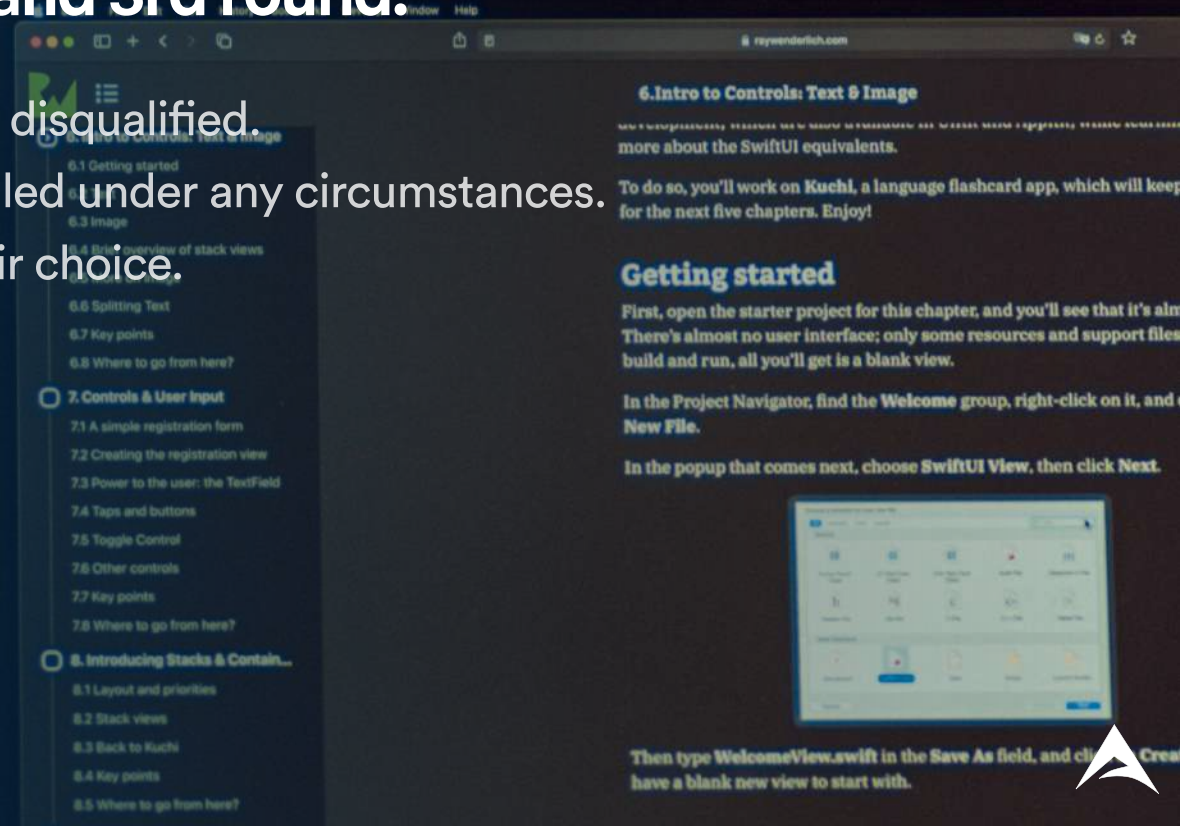
Pavana K P - 9480 145 485

Hitha L - 8431 845 442

Priya G E- 7019 324 448

```
28     gradient: Gradient(  
29         colors: [Color.white, Color.gray]  
30     ),  
31     center: .center,  
32     startRadius: 0,  
33     endRadius: 80  
34 )  
35 )  
36 }  
37 }  
38 }  
39 }  
40 }  
41 struct SwiftCalcView: View {  
42     @State private var accumulator = 0.0  
43     @State private var display = ""  
44     @State private var pendingOperation: Operation? = nil  
45     @State private var displayChange = false  
46  
47     func addDisplayText(_ digit: String) {  
48         if displayChange {  
49             display = "\\(digit)"  
50             displayChange = false  
51         } else {  
52             display += digit  
53         }  
54     }  
55 }
```

```
29     alignment: .trailing  
30 )  
31 .overlay(  
32     RoundedRectangle(cornerRadius: 10)  
33         .stroke(lineWidth: 2, color: .red)  
34         .foregroundColor(.red)  
35 )  
36 )  
37 }  
38 }  
39 }  
40 }  
41 struct DisplayView_Previews: PreviewProvider {  
42     static var previews: some View {  
43         DisplayView(display: .constant("0"))  
44     }  
45 }  
46 }
```





Cryptic Monks

Rules:

1. Maximum number of participants per team: 2.
2. Participants must be at the event spot 10 or 15 mins prior to the event.
3. Judges decision will be final and will not be overruled under any circumstances.
4. Malpractices will lead to disqualification.
5. Event consists of 2 rounds:

Round 1: Paper and pen (mode)

- There shall be questions on puzzles, riddles, image rebus, decrypt in cryptography and other brain teasers.
- There shall not be any multiple-choice questions.
- Total duration of the event is 60 minutes.
- There shall be no negative marking.





Round 2: Paper and pen (mode)

- In this round questions will be given to the top 10 teams.
- The top 3 teams which score highest marks will be considered as winners.

Coordinators:

Vismaya T - 8088 024 297

Supriya B A - 9482 579 262



DB Maniac

Rules:

Round 1: Pen and Paper (mode)

1. Problem statement along with the data will be given.
2. Maximum number of participants per team: 1.
3. Participants who write the queries (in SQL) correctly within the specified time will be qualified to the next round.
4. Judges decision will be final.

Round 2

1. Problem statement along with the data will be given.
2. Laptop is compulsory.
3. Participants have to type the queries by creating a new database.
4. My SQL database is recommended.
5. Everything has to be done via query (includes -creating Keys, creating tables, inserting values and all other operations).
6. Judges decision will be final and will not be overruled under any circumstances.



Coordinators:

Radhika J G - 8431 880 835
Priyanka S R - 8088 569 697



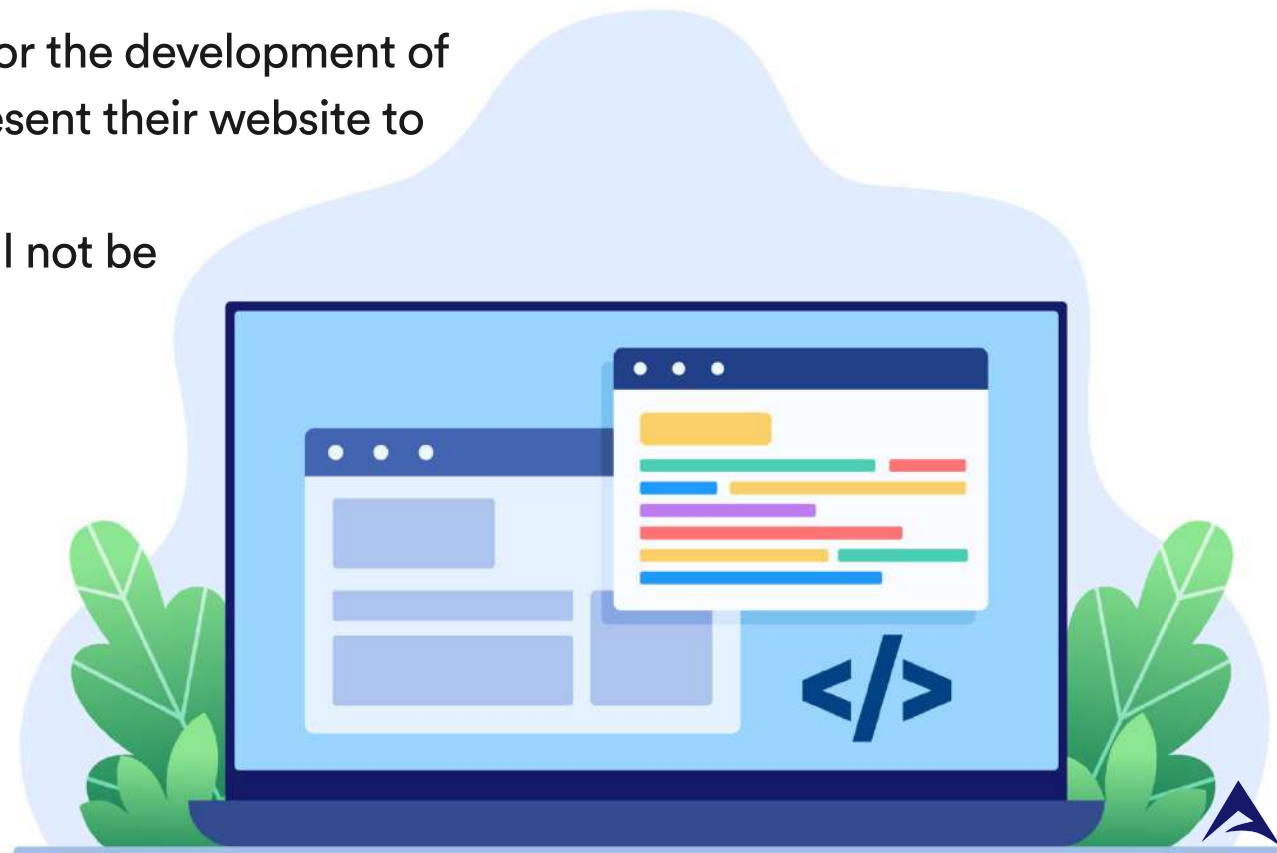
Web App Development

Rules:

1. Max of 2 participants per team.
2. Teams have to develop a web application and present it.
3. Languages: java,c#,python and php.
4. Frontend frameworks are allowed.
5. Database- My SQL .
6. Participants will be given 24 hours for the development of the website.Participants have to present their website to judges the next day.
7. Judges decision will be final and will not be overruled under any circumstances.

Coordinators:

Sinchana S Noolee - 9482 479 878



E Game

Rules:

1. Maximum number of participants per team: 2
2. Participants will be playing matches.
3. No external gadgets will be allowed like triggers or other devices that give the player an advantage.
4. Participants will be required to get their own devices with the game and maps pre-downloaded.
5. Players caught using hacks, glitches or any other bugs will immediately be disqualified.
6. No toxicity will be entertained.

Surprise rules will be followed for the semi-finals and finals.

- No vulgarity will be condoned between the participants.

Decisions made by the event coordinators are final and if contested without any reason will lead to disqualification.

Internet facility will not be provided by the organizers.

Coordinators:

Shreyas R Adiga - 7892 415 414

Suhas S A - 8088 525 112

Sanath Goutham- 6360 868 897





Win prize upto **60k** in all events

Register here: <http://jnnsb.jnnce.ac.in>

Entry fee is 50/- for all events
& for E Game entry fee is 100/-

