

# Computer Society of India

CSI Chapter of Terna



## Report on Clash of Codes-Rookie

**Event Name:** Clash of Codes – Rookie

**Organized by:** Computer Society of India (CSI), Terna College of Engineering

**Mode:** Online

**Date:** 7<sup>th</sup> September 2025

**Target Audience:** First and Second-year students (Beginner Level)

## Introduction

The Computer Society of India (CSI), Terna College of Engineering Student Chapter organized an online coding competition titled "*Clash of Codes – Rookie*" on 7th September 2025. The event aimed to introduce beginner-level students to the world of coding competitions, develop their logical thinking, and enhance their programming confidence.

This competition was designed for participants who have recently started exploring coding and wanted to experience the thrill of real-time competitive programming in a friendly and encouraging environment.

## Objectives of the Event

- To promote problem-solving and algorithmic thinking among beginners.
- To provide exposure to online coding contests and platform navigation.
- To encourage students to participate in coding events and build confidence.
- To identify and motivate potential coding enthusiasts for advanced competitions.

## Event Description

The event was conducted online through a coding platform (such as HackerRank/CodeChef/other chosen platform). Participants were required to register prior to the event, after which they were provided with the event link and instructions.

The competition comprised **3 to 4 problem statements** focusing on:

- Basic logic building,
- Simple mathematical computations, and
- String and array manipulation.

Participants were given a **time limit of 60–90 minutes** to solve as many problems as they could. Each problem carried marks based on its complexity.

## Rules and Evaluation Criteria

- Each participant had to solve the problems individually.
- Submissions were automatically evaluated by the coding platform.
- Marks were awarded based on correctness, efficiency, and time of submission.
- In case of a tie, the participant who solved the questions faster was ranked higher.

## Participation Details

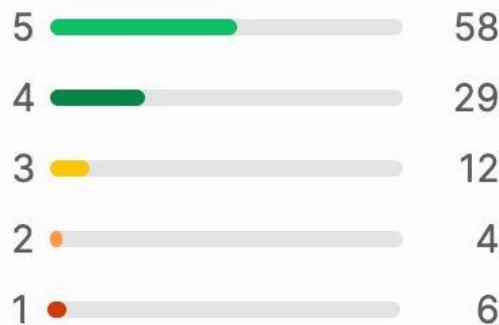
The event witnessed **active participation from 70+ students** across different departments, with the majority from the first and second year. The enthusiasm of first-time coders made the event highly interactive and successful.

## Outcome

- Students gained first-hand experience of participating in an online coding event.
- Participants learned to analyze problem statements and think algorithmically.
- The winners and top scorers were awarded e-certificates of achievement.
- The event helped build coding confidence among beginners and motivated them to explore more advanced coding challenges in the future.

## Conclusion

The *Clash of Codes – Rookie* event was a **resounding success**, fulfilling its objective of introducing coding to beginners in an engaging way. The CSI team efficiently managed the event from planning to execution, ensuring smooth coordination. The positive feedback from participants highlighted their eagerness to join more such initiatives.

**Feedback Data :****Feedback & rating****4.1 / 5****109 ratings in total****Atharva Thakur** 07 Sep 25, 04:01 PM IST**5.0 ★****Tejas Chavan** 07 Sep 25, 04:00 PM IST**5.0 ★****Dinaaz Khan** 07 Sep 25, 04:00 PM IST**3.0 ★****Sasank Konduru** 07 Sep 25, 04:00 PM IST**4.0 ★****Mallidi Sscvv Ramakrishna Reddy** 07 Sep 25, 03:51 PM IST**5.0 ★**