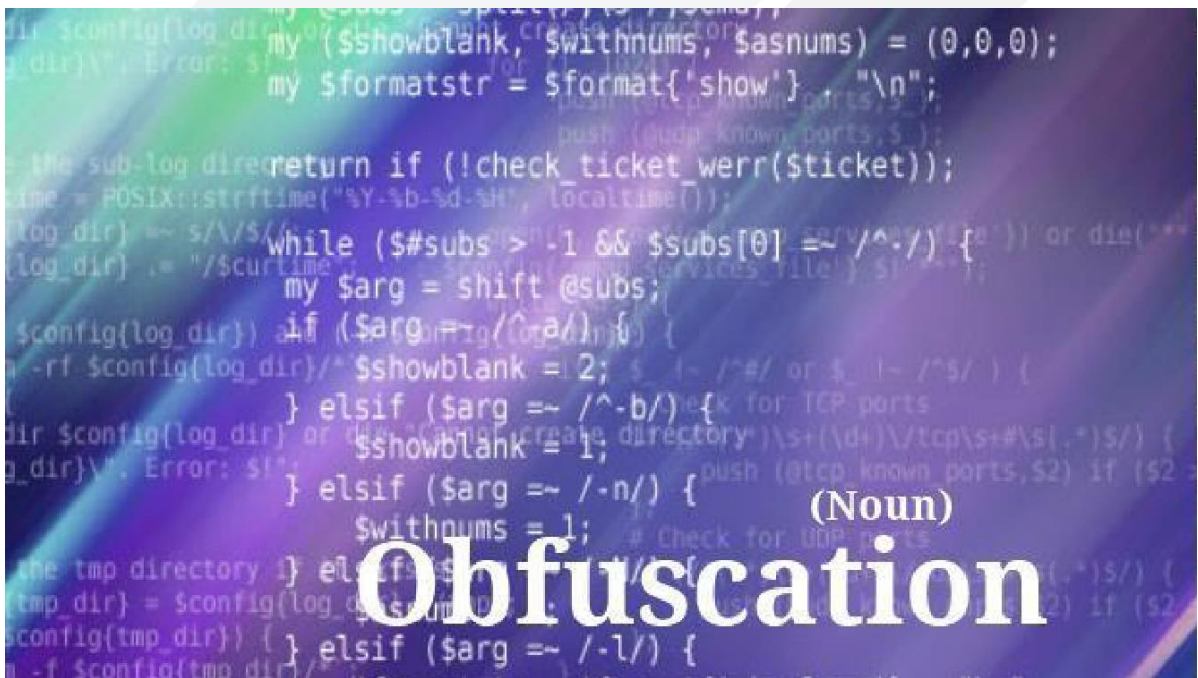


Obfuscator





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1. Introduction

This contest will be based on very simple programming problems.

Surprised!! As the word itself suggests "Make simple things as much difficult as you can".

You will be given a simple problem and you have to come up with the most unusual solution as far you can go to make your program difficult to understand in just 1 hour time. The only thing that you need to ensure is that your program must do what it's asked to do. So, go experimenting with the code, stress your compiler in an unusual way as much as you can and come up with a unique obfuscated solution.

After this, your code will be provided to every other team and you will be provided with the code of other teams. The teams will then have to go through the codes of other teams and without actually running it, they have to detect the task being performed.

2. Problem statement

This event will be conducted in two parts. In first half, each team has to write obfuscated code for the specific simple problem given to the team. The problem can be as simple as printing Fibonacci series. The team will be provided with the compiler for this part.

After this, your code will be provided to every other team and you will be provided with the code of other teams. In second half, the teams have to go through the snapshots of codes of the other teams and decode the task being performed by them.

3. Event Rules and Specifications

3.1. Event Structure

Round 1:

The problem statement for which you need to code will be provided on the venue itself. The problem statement in itself will be very simple. You will be given a time of one hour in which you will need to code it in the most complicated way you can think of such that any other team will have difficulty understanding the functionality of the code.

Round 2:

In the next round a time of two hours will be given, in which you need to go through the codes of others and try to decode what the code does. More the programs of opponent you crack the more points you will get.

3.2. Team Size

Maximum 3 participants are allowed in a team. Students from different colleges cannot form a team.

3.3. Eligibility

Any student from a recognized institute/college can participate in this event.

4. Judging Criterion

- The total points will be the sum of the points of first round and second round.
- The team with greater points will be awarded superior rank.
- The top three teams will be granted certificates and prizes.
- All the participants will be awarded certificate of participation.

All decisions taken by the organizing team will be deemed as final, and no more changes will be encouraged, thus holding the full authority to change any of the above rules as per circumstances.

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