.Rules and Regulations for CodeQuest

CodeQuest is a competitive coding event designed to test participants' debugging skills and coding ability across two challenging rounds.

Rounds & Rules:

Round 1: Bugs to be Found

- Participants will be provided with a set of pre-written code snippets containing logical and syntax errors.

- The task is to identify and correct the bugs within the given time limit.

- Points will be awarded based on the number of errors found and correctly fixed.

- Use of online compilers and AI tools is strictly prohibited.

Round 2: Coding Round

- Participants will be given coding problems of varying difficulty.

- Solutions must be implemented using programming languages specified by the organizers (e.g., Python, C++, Java).

- Code will be judged based on correctness, efficiency, and optimization.

- Any form of plagiarism will lead to immediate disqualification.

General Rules:

- Participants must bring their own laptops (if required).

- Internet access may be restricted during the competition.

- The decisions of the judges and organizers will be final.

Rules and Regulations for TypeRace

Description:

TypeRace is a speed-typing competition where participants will compete to achieve the highest typing speed and accuracy.

Rules & Regulations:

Participants will be provided with a passage to type within a fixed time.

- Scores will be based on typing speed (WPM - Words Per Minute) and accuracy.

- Use of external typing software or auto-complete tools is strictly prohibited.

- Any attempt to cheat will result in immediate disqualification.

- The participant with the highest score at the end will be declared the winner.