

IT MANIA 2023
A State Level IT Competitions
Associated with IT Industries and Alumni Association

Group 1 Events Details

CodeMania

Co-ordinator:
Ms. Jenisha Tailor



If coding is your strength, **CodeMania** is your Quest! **CodeMania** is a programming competition in which student programmers are asked to solve complex algorithmic challenges in a limited amount of time, using the programming language C, C++ or Java.

Team Size: Two (2)

Time Duration: 75 Minutes

Rules:

- ✓ The contest will be based on C, C++, Java programming.
- ✓ Problem definition will be given on spot by the event coordinator.
- ✓ The compiler provided will be gcc, c , JVM, turbo C.
- ✓ The participants shall not be allowed to use mobile or other electronic instruments.
- ✓ Any violation of rules may lead to your disqualification.
- ✓ Completed solution within time limit will be asses.

SQLMania

Co-ordinator:
Ms. Bhumika Desai

If querying is your strength, **SQLMania** is your Quest! **SQLMania** is a query competition in which student are asked to solve complex SQL queries in a limited amount of time, using the MySQL version 5.7.

Team Size: Individual

Time Duration: 60 Minutes

Rules:

- ✓ Contest will be based on SQL queries and tool will be MySQL version 5.7.



- ✓ Queries will be given on spot by the event coordinator.
- ✓ The participants shall not be allowed to use mobile or other electronic instruments.
- ✓ Any violation of rules may lead to your disqualification.
- ✓ Table structure will be provided to the participant, based on that queries will be asked and participant must solve within time.
- ✓ Team with completed solution within time limit will be asses.

DesignMania

Co-ordinator:
Dr. Ronak Patel



The event is aimed to showcase technical skill of website designing of candidate using HTML, CSS, JQuery & JavaScript, and Animations.

Development tool: Notepad/Text Editor

Team Size: Two (2)

Time Duration: 75 Minutes

Rules:

- ✓ Design at least FOUR webpages with proper designing.
- ✓ System for designing will be given at time of the event.
- ✓ The participants shall be allowed to use Internet.
- ✓ Readymade template is not allowed, modification is required.
- ✓ Use HTML, CSS, JavaScript, jQuery and animation.

Usability Rules:

- ✓ Easy to read fonts.
- ✓ Web pages navigation must be clear.
- ✓ Consistency should be maintained in image and content throughout the website.
- ✓ Content without spelling and grammatical errors.

Technical rules:

✓ Website must be supported in all major browsers.

2.3. Group 2 Events Details

PythonMania

Co-ordinator:

Ms. Mubashshirahbanu Shekh



PythonMania is a programming competition in which student programmers are asked to solve complex algorithmic challenges in a limited amount of time, using the programming language Python.

Team Size: Two (2)

Time Duration: 90 Minutes

Rules:

- ✓ The contest will be based on Python Programming which may include definition based on NLP or AI Concepts.
- ✓ Problem definition will be given on spot by the event coordinator.
- ✓ The Anaconda Navigator tool will be provided.
- ✓ The participants shall not be allowed to use mobile or other electronic instruments.
- ✓ Any violation of rules may lead to your disqualification.
- ✓ Team with completed solution within time limit will be assessed.

Dev Mania

Co-ordinator :

Ms. Pooja Patel

DevMania is a programming competition in which student programmers are asked to develop small scale mobile application with attractive UI and innovative approach towards the solution within limited amount of time using Android-Java or Android-Kotlin & databases like firebase, SQLite, Room database.

Team Size: Two (2)

Time Duration: 120 Minutes

Rules:

- ✓ The contest will be based on Mobile app development using Android operating system.



Presentation Mania

Co-ordinator:
Ms. Ami Acharya



- ✓ Problem definition will be given on spot. Necessary images, scripts, API will be given if needed as per definition.
- ✓ The Android Studio 11.0 version will be provided.
- ✓ The participants shall be allowed to bring android device and data cable for testing of an application.
- ✓ In case of any dispute, Coordinators decision will be regarded as final.
- ✓ Team with completed solution within time limit will be asses.

PresentationMania is a competition in which student can present their in-depth understanding and clarity of technical concepts associated with Information Security.

Team Size: Two (2)

Time Duration: 15 Minutes followed by Viva

Rules:

- ✓ The contest will be based on Information Security recent topics.
- ✓ Per Institute 2 teams are allowed.
- ✓ Presentation Topic will be given by the event coordinator before 3 days of the event date.
- ✓ Readymade ppts, files, content downloaded from internet leads to disqualification of the team.
- ✓ Team may use any tool to prepare their presentation slides, demonstration or working model.
- ✓ Team needs to submit softcopy of slides/demo/model at time of Competition.
- ✓ Team needs to present their ideas related to Topic in front of jury during the competition.
- ✓ Any violation of rules may lead to your disqualification.

- ✓ In case of any dispute, Coordinators decision will be regarded as final.

Project Mania

Co-ordinator:

Ms. Poonam Godhwani



ProjectMania is a competition in which digital solutions for specific challenges/problem are asked to be developed with preferred technologies framework. The error free solution of problem with 100% completeness must be available before the starting of the event.

Team Size: Four (4)

Time Duration: 20 Minutes followed by Viva

Rules:

- ✓ The contest will be based on Project Development.
- ✓ Per Institute 1 team is allowed.
- ✓ Problem definition will be given by the event coordinator before 1 week of the event date. Minimum 3 definition will be given from that team need to choose definition.
- ✓ Readymade solution will lead to disqualification.
- ✓ Team may use any technology for frontend and backend development.
- ✓ Team need to submit source code, data dictionary, document at time of Competition.
- ✓ Team need to present their implemented solution in front of jury during the competition
- ✓ Any violation of rules may lead to your disqualification.
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2.3. Non-Technical Events Details

TreasureHunt

Co-ordinator:

Mr. Amish Patel

Treasure Hunt is a fun competition filled with clues and task with lot of running to solve it first.

Team Size: Six (6)-Eight (8)

- ✓ Open for All
- ✓ Queries/Clues shall be given to participants on spot.

FunGames

Co-ordinator:

Dr. Asha Patel

Ms. Tanvi Patel

Fun games are way of learning through the games. While playing games, students develop a variety of connections with the content and can form a positive memories of learning.

- ✓ Open for All
- ✓ Any participants can enjoy the games during their free time.

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- ✓ Score secured in each parameter by the team will decide winner team.

SQLMania

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Time Duration: 60 Minutes

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