

**SATISH PRADHAN DNYANASADHANA COLLEGE, THANE**

(Arts, Science & Commerce)

Re-accredited "B+" Grade (3rd cycle, CGPA 2.69) by NAAC

ISO 21001:2018(Certified)



**DEPARTMENT OF COMPUTER SCIENCE,  
DEPARTMENT OF INFORMATION TECHNOLOGY  
&**

**DEPARTMENT OF M.Sc IN INFORMATION TECHNOLOGY**

**Organizes**

**INTER & INTRA COLLEGIATE**

# FESTIN-C-BITS

"TECH TRENDS, TRANSFORMING TOMORROW"

17TH & 18TH JANUARY 2024

## EVENTS

17TH JAN 2024

**PROJECT EXHIBITION AND BEST OUT OF E-WASTE**

18TH JAN 2024

**CODE OF WAR / BREAK THE QUERY / WEB DESIGNING**

**ROBOT MAKING /SUDOKU & MUZI MATHS / GAMING**

**&  
BEST OUT OF E-WASTE**



- *TROPHIES AND MEDALS WILL BE AWARDED TO THE WINNERS*
- *BEST COLLEGE AWARD- COLLEGE WITH MAXIMUM PARTICIPATION*



**REGISTER HERE**

Event Head

**Aarya Sinha (CS)**  
8433760734

Event Head

**Khushi Pote (IT)**  
9372382465

For Any Query Mail Us at : [festinobits2023@gmail.com](mailto:festinobits2023@gmail.com)

**Dr. Shilpa Hatewar**  
HoD of B.Sc(IT)

**Dr. Sujatha Iyer**  
HoD of B.Sc(CS) & M.Sc(IT)

**Adv. Suyash Pradhan**  
Vice Principal-SFC

**Dr. Ganesh Bhagure**  
Principal

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## PROJECT EXHIBITION & BEST OUT OF E-WASTE

### FACULTY INCHARGE

Mr.DNYANESHWAR DEORE

DR.SUJATHAYER

### STUDENT INCHARGE

PRANAV TAWARE ( 8591021920 )

PRANAVSAGVEKAR(7039840720)

### RULES FOR PROJECT EXHIBITION & BEST OUT OF E - WASTE

#### RULES FOR PROJECT EXHIBITION :

- Maximum of 5 participants per team allowed.
- Maximum 5 min will be given to students to present their projects.
- A Working Model or a Product should be shown.
- Judges decision will be final.

#### RULES FOR BEST OUT OF E-WASTE:

- To create functional products, art installations, or solutions that repurpose or recycle e-waste or some decorative items.
- Participation : Individual or in Group of 2 is allowed.
- Sources to be used : old electronics, computer components, wires, circuit boards, etc.
- Participants should follow proper safety measures when disassembling electronics.
- Emphasize sustainability in the design and production of projects. .
- Judges decision will be final.

Date :17th January 2024 , Time : 10.00 to 1.00 pm

Venue : P.V.Savalaram Hall ( Ground Floor )



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## CODE OF WAR



**FACULTY INCHARGE**

**MS. KAVITA CHOUK**

**(86260 36025)**

**STUDENT INCHARGE**

**SHRAVAN MHASKAR**

**(81692 99142)**

### RULES FOR CODE OF WAR

- Languages are C , Python , Core-Java.
- Topic(Programs) will be given on the spot to students and they have to do the multiple coding in different languages.
- Students who completed coding in maximum languages with minimum errors within allotted time will qualify for the next round.
- There are n-number of rounds depends on number of students.
- Difficulty level increases as number of student increases.
- Judges decision will be final.

Date: 18th January 2024, Time: 9:00 to 9:30 am

Venue : Lab-1 (First Floor)



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## BREAK THE QUERY



**FACULTY INCHARGE**  
**MS.SAPANA MAHAJAN**  
**( 72764 87949 )**

**STUDENT INCHARGE**  
**YASH YADAV (8433782565)**  
**PRATIK SINGH(9699636997)**

### RULES FOR BREAK THE QUERY

- Each team will have 2 members for participation.
- The competition will solely utilize SQL technology for both theoretical and practical assessments.
- The competition will have 2 rounds.
- Round 1 - This round is a multiple-choice question (MCQ) elimination round.
- Round 2 - This round focuses on practical application.
- Scoring will be based on the correctness of answers in both rounds.
- Judges decision will be final.

Date : 18th January 2024, Time : 9:30 to 10:0 am

Venue : Lab - 2 ( First Floor )



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## WEB DESIGNING

FACULTY INCHARGE

MS. MONALI DHARNAKAR

(96996 96165)

STUDENT INCHARGE

PRANAY TATKARE

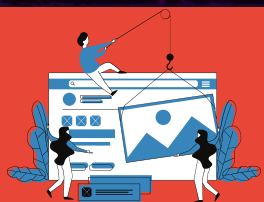
(77387 57355)

### RULES FOR WEB DESIGNING

- Maximum 2 members per group.
- Topic will be given on the spot.
- Use of USB drive and WordPress are strictly prohibited.
- Participants will have to finish their coding within 30 minutes.
- Judges decision will be final.

Date : 18th January 2024, Time : 10:00 to 10:30 am

Venue : Lab-3 (First Floor)

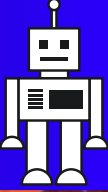


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## ROBOTICS COMPETITION



### FACULTY INCHARGE

MS. MEENAKSHI UDATE  
(77150 06787)

### STUDENT INCHARGE

BHAVIK SAPKAL(8286535777)  
SANSKRUTI DHUMAL(9152008073)

## RULES FOR ROBOTICS COMPETITION

- Each team consist of maximum 3 - 5 members.
- Each team required to submit information like type of robotic platform, algorithm, design principles through email ([festinobits2023@gmail.com](mailto:festinobits2023@gmail.com)) before 16 January 2024.
- Each team should clearly define the contest theme or objective, such as designing a robotic solution for specific problem or task.
- Judges decision will be final.



Date: 18th January 2024, Time: 10:30 to 11:00 am  
Venue : Lab - 4 (First Floor)



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## SUDOKU & MUZI MATHS



**FACULTY INCHARGE**

**DR. SHILPA HATEWAR**

**MS. MRIDULA AGARWAL**

**STUDENT INCHARGE**

**PRACHITI SALVI**

**(9820974406)**

## RULES FOR SUDOKU & MUZI MATHS

### Rules of Sudoku

#### Round 1 rules:

- First round is a qualifying round and each participant will be provided with one puzzle sheet
- The puzzle sheet has to be filled by a participant in 5 mins.
- Each correct entry will receive 2 point.
- The qualifying participant will go to round 2.
- Round 2 rules:-
- In Second round each participant will be provided with one puzzle sheet.
- The puzzle sheet has to be filled by a participant in 10 mins.
- Each correct entry will receive 5 point.
- Judges decision will be final.

### Rules of Muzi Maths

- Mathematical equations based on keyword in the song will be asked.
- A team of 2 is allowed.
- Music will be played twice.
- For each equation 2 mins will be allotted.
- Each correct answer will receive 5 points.
- There will be 2 round.
- Judges decision will be final..

Date : 18th January 2024 , Time : 11:00 to 12:00 pm

Venue : Lab - 3 (First Floor)



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## VALORANT & BGMI GAME



### FACULTY INCHARGE

MS. DNYANESHWAR DEORE

(8104781226)

### STUDENT INCHARGE

OM DADGE

(8424042575)

## RULES FOR VALORANT & BGMI GAME

### Player Guidelines:

- It is a 4(+1) player team tournament. A 4 man-starter roster and up to 1 substitute.
- Emulators are not allowed in any game mode organized. The player will be disqualified if found using any kind of emulator.
- Any game modifying tools except 'GFX tool' is not allowed.
- Players can play on android/ios tablets/phones only.
- Only in-game voice chat should be used after the game is started till its completion.
- Any use of unfair means such as aimbot, trigger bot, ESP will be disqualified.
- Should a team/player fail to join the room in time, their squad/they will be given 0 points for it.
- Waiting time is at most 10 minutes between games.
- Exiting a game without good reason will disqualify the team.
- The exploitation of bugs that hinders fair play will result in disqualification.
- For the tiebreaker of the points, total team/solo kills will be considered for breaking the tie.
- For the further tiebreaker, number of chicken dinners will be considered.
- Organizers would not be held responsible for connectivity issues on the participant's side.
- The entry fee would not be refunded under any circumstances.
- Organizers reserve the right to accept or reject any entry without stating a reason thereof.
- Participants are requested to remain ready at least 15 minutes prior to the start of any match. Late entries would not be allowed.

### Tournament Guidelines:

- Players will participate as a (New State) 4 and (Valorant) 5 man-squad.
- Up to 64 players will be playing in a lobby.
- Maps selected will be notified to the participants before the match.
- The group stage is a 3-map series.
- Only (Valorant) semi-final and final round are going to be played in college.
- New State Mobile is Fully Online.
- Bring Your Own HeadPhones.
- Student needs to register and join WhatsApp Group for further details.

### ENTRY FEES

BGMI - Rs. 20/- per player (Rs. 80/- per squad)

VALORANT - Rs. 20/- per player

(Rs. 100/- per squad for Valorant) (Limited)

Student needs to register and join WhatsApp Group for further details.



Date: 18th January 2024, Time: 12:00 to 2:00 pm

Venue: Lab-1/Lab-2 (First Floor)

