

Academic Year

17-18

IEEE Xtreme

11.0

IEEE

Xtreme

Programming



## IEEE Student Branch

GEETHANJALI COLLEGE OF ENGINEERING AND TECHNOLOGY  
IEEE GCET SB (STB 05841)

09<sup>th</sup> October, 2017

### Circular

All the faculty and IEEE student members are hereby informed the IEEE GCET SB is also taking part in the **IEEE Xtreme 11.0 – a 24 hours global programming competition** will commence on **14<sup>th</sup> October, 2017 from 05:30 A.M and end on 15<sup>th</sup> October, 2017 at 05:30 A.M.** Students with good coding skills can take part in this competition as a team of maximum 3 members. Interested students can register by contacting the student coordinator (IEEE SB Chair).

Target Audience : IEEE student members

Date & Time : 14-10-2017 from 05:30 A.M (24 hours)

Mode of competition : Online mode

Coordinators : Mr.S.Vasu krishna (IEEE SB Counsellor & Proctors)

  
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S. Vasu Krishna  
Student Branch Counsellor  
IEEE SB - GCET

## IEEE Xtreme 11.0 REPORT

With the support of the principal and ECE-HOD, IEEE Xtreme event started on the morning of 14<sup>th</sup> day has finally arrived 14<sup>th</sup> October IEEE Xtreme11.0 the participants assembled in the college early morning the event started at 5.30 am in our computer lab and then we were addressed by our college principal Dr.Uday Kumar Susarla Garu in the morning 10.30 am and Dr. Vijaya Gunturu Sir ECE-Department HOD, Dr. Narasimhulu Sir & Dr.S.Nagender kumar CSE Department HOD, D.VenkatRamireddy , the Student Activities chair of IEEE-Hyderabad Section greeted the students and Wished them to get a good rank in the competition and make the best of it and have a good experience from the competition .

Dr. A L Srinath, CEO of M/s Shell Networks who was the Chief Guest for the Valedictory function for Bhaswara 2K17 Techfest which was being conducted at the same time came and addressed the participants. He was happy to know about this competition and encouraged the students and wished them the very best in coding.

ECE Department – 10 Students

CSE Department – 2 Students


Procter for the Event - Mr. S Vasu Krishna

Date of Event :- 14<sup>th</sup> and 15<sup>th</sup> October.

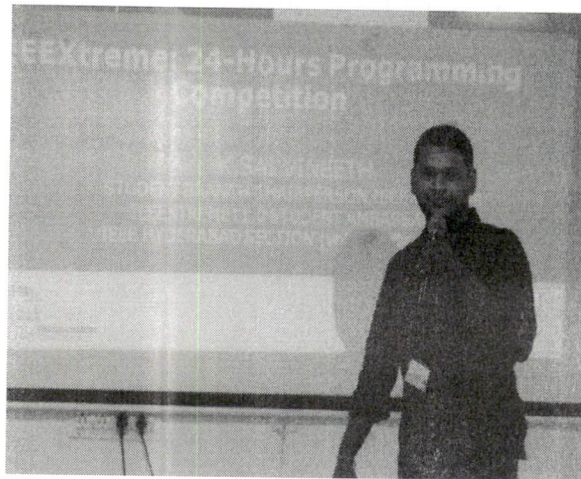
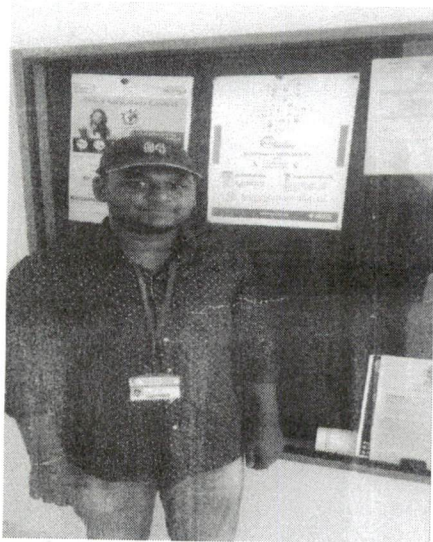
Total No. of Teams participated across the world - 3,333


Sl.No.	Team name	Overall rank	Region 10 ( India & Pacific)
1	Cool Coders	1535	266
2	Official Coders	1536	267
3	Xtreme Coders	1537	268
4	Code Warriors	1534	265

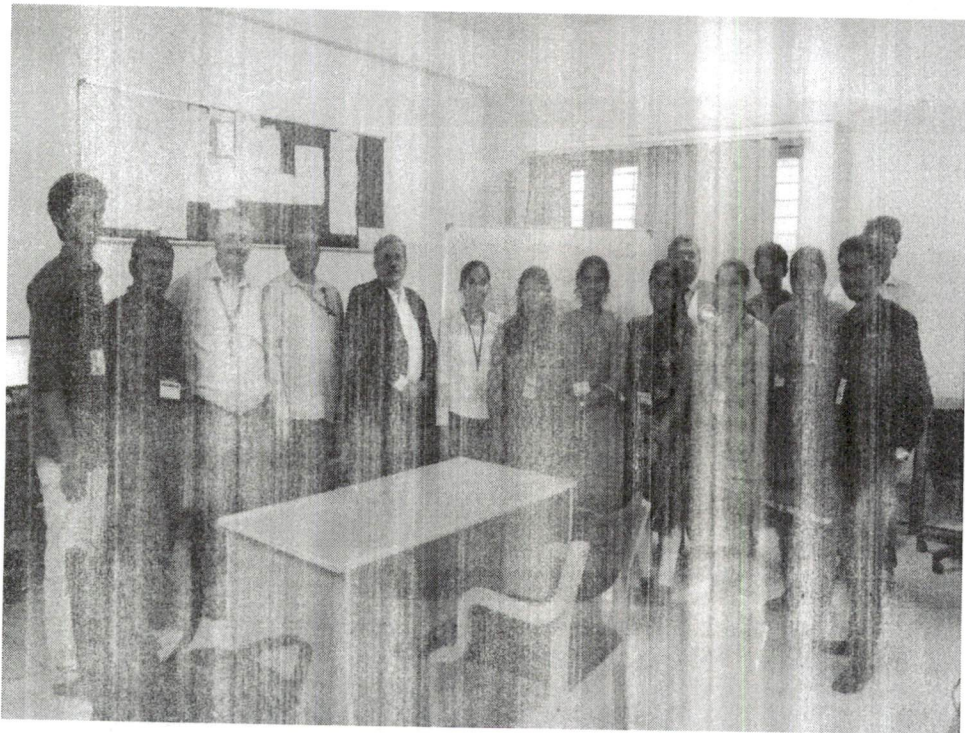
Statistics of our college teams ranks after the competition

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Photographs of the IEEE Xtreme 11.0 conducted at IEEE-GCETSB




  
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# IEEE Xtreme 11.0 Participants List along with Proctor

Sl.No.	Roll No.	NAME OF STUDENT	IEEE MEM.No.	EMAIL ID	Phone No.
<b>TEAM NAME-1</b>		<b>CODE WARRIORS</b>			
1	14R11A04A2	Abhigna Pasam	93861661	abhignapasam@gmail.com	7989590391
2	14R11A0479	Naga Sirisha Edara	94017876	eadarasirisha3@gmail.com	7674065672
3	14R11A04C5	B.Harika Devi	94100288	harikadevi2712@gmail.com	9010503205
<b>TEAM NAME -2</b>		<b>EXTREME CODERS</b>			
4	14R11A0478	D. Keerthi	93847460	Keerthi.dharmender@gmail.com	7036470505
5	14R11A04B3	T.Sai Bhuvan	93847355	bme18369@gmail.com	7981459817
6	14R11A0472	CH Shiva Kumar	94092516	ch.shivakumar09@gmail.com	9652066919
<b>TEAM NAME-3</b>		<b>OFFICIAL CODERS</b>			
	14R11A0513	D. VENKATESH	94169676	14venkatesh@gmail.com	9949770154
8	14R11A0514	D.PRANAY	94166619	pranay.dasari007@gmail.com	9701436508
9	14R11A0486	K SAI VINEETH	93866548	vnth234@gmail.com	9010919928
<b>TEAM NAME-4</b>		<b>COOL CODERS</b>			
10	15R11A04F2	N.MANIKANTA SAI	94114568	manikantasai65@gmail.com	8686128329
11	15R11A04F8	K. S PRERANA	94144921	ksprerana1997@gmail.com	9000911916
12	15R11A04C2	A PAAVANI	94066302	appaavani@gmail.com	9676453905
<b>IEEE XTREME 11.0 PROCTOR</b>					
1	SC01006	VASU KRISHNA SURAVARAPU	92083753	vasukrishnas@gmail.com	9392184252

  
**Student Branch Counselor**  
**IEEE SB - GCET**

  
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**Gesthanjali College of Engineering and Technology**  
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**Cheeryal (M), Keosara (M), Medchal Dist. (T.S.) - 501 301**



To,  
The Principal  
Geethanjali College of Engineering & Technology,  
Cheeryal, Keesara.

Date:- 10.10.2017  
Hyderabad

Subject:-IEEE Xtreme 11.0 : 24 hours Coding Event - 14<sup>th</sup> Oct 5.30 AM till 15<sup>th</sup> Oct 5.30 AM

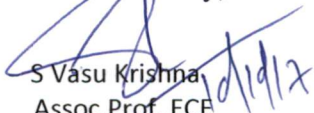
I ' S Vasu Krishna', Student Branch Counsellor, IEEE-GCET would like to bring your notice that 4 teams have registered for IEEE Xtreme 11.0, which starts on 14<sup>th</sup> October at 5.30 AM and ends on 15<sup>th</sup> October 5.30 AM. Each team consists of 3 members. The students who have registered for this event are attached with this letter.


I am the Proctor for this event. I request you to grant permission to do the necessary arrangements with a computer lab with internet connection for the 24 hours period along with the IDEs and to appoint a lady security guard as they are girl student members participating in the competition.

Students are asking for transport from ECIL X Roads at morning 5 AM to the college. Any other instructions as advised will be followed.

Thanking you,

Yours Sincerely,

  
S Vasu Krishna  
Assoc.Prof. ECE  
IEEE SB Counsellor.  
GCET.

  
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09/11/17



\* Format

**GEETHANJALI COLLEGE OF ENGINEERING & TECHNOLOGY**  
**Cheeryal (V), Keesara(M), Telangana- 501 301**

UNDERTAKING by the Parent for her ward attending IEEE Xtreme 11.0  
Programming Event on 14.10.17


I, \_\_\_\_\_, parent of \_\_\_\_\_,  
bearing Roll No. \_\_\_\_\_ Branch & Section : \_\_\_\_\_, an  
IEEE Student Member ( Membership no. \_\_\_\_\_) here by give my consent for  
participation of my ward in IEEE Xtreme 11.0 coding event. I understand that the event  
is scheduled from 5:30 AM on 14<sup>nd</sup> Oct'2017 till 5.30 AM of 15<sup>rd</sup> Oct'2017, round the  
clock.

I expect that proper security arrangements will be made by the college, in addition to  
transport arrangements from ECIL X Roads if feasible. In case any untoward incident  
happens during the event, which is beyond the control of the college, I hereby take full  
responsibility for it.

Student sign \_\_\_\_\_

Parent sign \_\_\_\_\_

Contact Details:

  
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Date: 14 October 2017

Time: 00:00:00 UTC – 23:59:59 UTC

More Info: [www.ieee.org/xtreme](http://www.ieee.org/xtreme)

## IEEEXtreme 11.0 Competition Rules

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### Description

IEEEXtreme is a global challenge in which teams of student members, supported by an IEEE Student Branch, advised and proctored by an IEEE Member, compete in a 24-hour time span, starting on October 14, 2017 at 00:00 UTC and ending at 23:59 UTC, against each other to solve a set of programming problems.

The competition was created to:

- Provide IEEE Student Members with a new and interesting activity
- Give IEEE Student Members a challenge to embrace teamwork - an important skill to develop for career success
- Increase the number of IEEE Student activities with a focus on the computer, programming and information technology fields

Other benefits include providing Student Branches with ways to get IEEE Student Members involved in local activity in a fun and engaging way.

### Sponsor


The IEEEXtreme Programming Competition is hosted by The Institute of Electrical and Electronics Engineers, Incorporated, 445 Hoes Lane, Piscataway, New Jersey, USA, 08854 ("Sponsor" or "IEEE"). It is organized and managed by the Student Activities Committee under the Member and Geographic Activities business unit of IEEE.

### Eligibility

Participants must compete as part of a team. Teams are comprised of **up to 3** IEEE student or graduate student members, but can only include a maximum of 2 graduate student members per team. All team members must be IEEE student or graduate student members to register and

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compete in the competition. IEEE Membership numbers are required during the registration process. All team members must be over the age of 18. Universities and Colleges can have multiple teams.

Each team must have a proctor who will supervise during the 24-hour programming competition and each team is responsible for locating one or more eligible Proctors (see below) prior to registration.

Team members must solve and complete the problems without assistance from other people or prewritten code. Please note that the intent and spirit of the competition is for the students, not others, to solve a problem. Persons acting as Proctors must limit the level of support and must not contribute in any other form that might be considered original authorship, or in any way that may enable claims of rights or ownership to the submitted entries. In no case will work-on-behalf of teams or individuals be allowed. Sponsor reserves the right to analyze all submissions for plagiarism and disqualify or deduct points from any team in its sole discretion if the team's work is not its own.

Void where prohibited by Law. Entrants understand that Sponsor may substitute or withhold prizes as required by law.

## Registration

Registration will be open until October 4, 2016 (00:00:00 UTC). Registrations received before or after this period are void. Sponsor's computer is the official time-keeping device for the contest. Teams can find registration information at <http://www.ieeextreme.org>

## Proctors

Each team must have a proctor to supervise competition activities.

Proctors must be an IEEE Member of higher membership grade. Student or Graduate Student Members are not allowed to proctor, but are encouraged to participate as a team member in the competition.

Proctor information (IEEE Member Number) is required during the registration process.

Student Branch Counselors or Department Chairs make great Proctors as they are all higher grade IEEE members. Many IEEE Young Professionals are also higher grade IEEE members and may be eligible to serve as proctors.


Teams may want to recruit two or more proctors so that one can take a break to rest during the 24 hour competition.

Proctor tasks include:

- Monitor the general flow of the activity

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- Inform students when the competition begins, at the middle of it, when there are 6 hours left and when there is 1 hour left
- Ensure that no one external to the team members helps or assists the student participants in resolving the problems in any way
- Responsible for the receipt and distribution of prizes for student teams

If you need assistance in finding a proctor, please consult our Guide on Finding a Proctor (PDF).

Please note: A Proctor can support up to 8 student teams and all of the competition participants under an individual Proctor's supervision must compete in the same venue. For more information on venue, see the following section.

## Venue

As IEEEExtreme is a virtual online competition, a physical location, or venue, must be identified for each team to use during the 24-hour competition.

Venues can be in an IEEE Student Branch office or a college lab or another location on campus. It must be a place that participants can use for the entire 24 hours during the competition and should be equipped with at least one computer and some type of connection to the internet.

Each team must have at least one Proctor physically located within the venue at all times throughout the 24-hour competition.

## Student Branch Activity

Student Branches, if able, should support and help to the participating teams, helping locate an appropriate venue for use during the competition, promoting the competition, assisting in identifying appropriate proctors, and increasing awareness of the student branch presence on campus.

Students attending universities who do not have an IEEE student branch on campus can still participate in the IEEEExtreme competition. This is an opportunity to bring students together to have fun with IEEE activities. Consider using this opportunity as a way to form a student branch. More information on how to form a student branch can be found here.

[[http://www.ieee.org/societies\\_communities/geo\\_activities/forms\\_petitions/forms\\_petitions\\_index.html](http://www.ieee.org/societies_communities/geo_activities/forms_petitions/forms_petitions_index.html)]

## Problems

Problems are developed and judged by expert programmers. All entrants agree and acknowledge that Sponsor is the owner of all problems and any associated code. Entrants further agree that they will not use the problems or any associated code for any reason other than the competition

without written permission from Sponsor. The panel of judges is made up of higher grade IEEE members from both Academia and Industry backgrounds. Problems will be categorized as easy, moderate, difficult, advanced, and Xtreme to allow for students of all experience levels to participate.

All of the problems can be answered in any of the supported languages, which are indicated in the table below. The time and memory limits are unique to every problem, and it is possible that certain programming language have a different time limit and memory limit, to adjust for factors such as virtual machine overhead.

Language	Version	Language environment
C	gcc 6.3.0, C99 standard	Math library -lm
C++	g++ 6.3.0, C++14 standard	Math library -lm
Java 8	Open JDK 1.8.0_131	Name your class Main for your program to work
Python 2	Python 2.7.13	numpy and scipy libraries are available
Python 3	Python 3.6.1	numpy and scipy libraries are available
Haskell	GHC 8.0.2	
C#	Mono C# compiler 4.6.2	Compiled with <code>mcs -define:ONLINE_JUDGE -define:CS_ACADEMY</code>
PHP	PHP 7.0.18	
Perl	Perl 5.24.1	
Ruby	Ruby 2.3.3	
Objective-C	gcc 6.3.0	Runtime(gnustep-libobjc2) Foundation Kit Blocks runtime libdispatch
Swift	Version 1.2	Foundation
Common Lisp (SBCL)	SBCL 1.3.3	
Lua	Lua 5.2.4	
Erlang	Erlang/OTP 19 [erts-8.2.1]	Have your main function in module solution
Javascript	Node v7.10.0	
Go	Go1.4	
OCaml	OCaml 4.02.3	
Smalltalk	GNU Smalltalk 3.2.5	
Tcl	TCL Shell 8.6.6	
Pascal	Free Pascal 3.0.2	Compiled with <code>fpc -O2 -Sgic -viwn -Tlinux -dONLINE_JUDGE -dCS_ACADEMY -XS</code>
BASH	Version 4.4.7	
Fortran	GNU Fortran 6.3.0	Compiled with <code>gfortran -ffree-form</code>
COBOL	OpenCOBOL 1.1.0	Compiled with <code>cobc -free -x</code>
Ada	GNATMAKE 6.3.0	
Octave	GNU Octave 4.0.3	

A demo practice contest community, with sample problems from IEEEExtreme 10, can be found at: <https://csacademy.com/ieeextreme-practice/>.

## Problem Submission

Teams should submit their problem solutions electronically using the contest management tool. Instructions on access and utilization of the contest management tool will be provided to teams after registration closes.

The 2017 contest problems will be available the day of the contest.

## Scoring Criteria

30 points are awarded for correct answers. 70 extra points can be awarded depending on problem difficulty. The difficulty of any problem comes from the average points teams scored on it; should many teams solve the same problem, that problem is determined to be easy and no additional points will be awarded. However, few teams solve a problem the problem will be deemed hard and will be credited with additional points. This scoring schematic makes the competition and your placement within the ranking very dynamic. It is strongly advised you not to share your solution with other teams, as it will harm your score.

Note: Time is not directly included in the scoring formula. It's purpose is to break ties, so teams that solve the same set of problems, only quicker end up higher in the standings. Since there is no penalty for the number of times a team submits a solution, it is recommended teams try to solve the tasks as quickly as possible.

The exact formula for calculating the points value of a problem:

$$\text{Problem Score} = 30 + 70 * (1 - \text{Average Points})^2$$

Where

$$\text{Average Points} = \frac{\text{Total points for all test cases obtained over all teams}}{\text{Total points of all test cases} \times \text{Number of teams}}$$


Average Points can be a number between 0 and 1, where 0 represents tasks that no one solved, and 1 represents tasks that all users solved.

### Partial scoring:

Problems contain more than one test case. Those included in the sample will carry less weight whereas hidden cases will carry more weight on a varying degree depending on difficulty.

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The higher number of solved cases a team submits, the higher the score will be. Therefore, should a team solve 3 out of 5 possible cases, while another team solved 5 out of 5, the team solving 3 would receive partial credit for that problem.

$$\text{Submission Score} = \text{problem score} * \frac{\text{Sum of correct test cases' weights}}{\text{Sum of all test cases' weights}}$$

Rank is decided upon score. However, terms of draw time will be considered as a factor to rank teams. Ex: Team A and Team B can have same score, let's say X, but then have different ranks, say Rank 2 and Rank 3. This means the Team with higher rank was faster to solve problems compared to the other team.

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## Tie Breakers:

Time is of the essence. Submission time will be utilized to determine tie breakers.

Submission Number	Problem Number	Submission Time	$\frac{\text{Sum of correct test cases' weights}}{\text{Sum of all test cases' weights}}$
1	1	1 am, UTC	0.20
2	2	2 am, UTC	0.90
3	1	3 am, UTC	0.70
4	1	4 am, UTC	0.70
5	1	5 am, UTC	0.60

To calculate the total submission time for the example, we consider the best submissions for each problem. For problem 2, the best (and only) submission occurred 2 hours into the contest. For problem 1, the best submission occurred 3 hours into the contest. Note that if an identically scoring submission occurred later, we use the earliest of these identical submissions. Therefore, we ignore submission number 4 and 5 because neither of these were an improvement over submission number 3. In this case, then, the total submission time for the team would be 5 hours.

**Submission time for each problem is calculated at the beginning at the release of each challenge, not at the start of the competition.**

## Reminders:

No programming language has an advantage over the others. (Ex: Java, C, Python, PHP, etc. are all equal).

Scores will be impacted only by submissions, compiling will not affect scores.

Due to the dynamic nature of the scoring schematic, scores may fluctuate throughout the competition. Teams are encouraged to check in often to review their standings.

## Supported Browsers

The browsers that are supported to run IEEEExtreme 11.0 are as follows:

- Chrome v 58
- Firefox v 51
- Edge v 14
- Safari v 10


Please consult each browser's Web site for more information on updates.

## Plagiarism Policy:

IEEEExtreme retains the right to review the contestants' submissions with tools and techniques to detect acts of plagiarism. Sponsor reserves the right to disqualify any team that is identified

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(during or after the competition) for inappropriate collaboration, reuse of material, and/or failing to meet the requirements as indicated by the IEEEExtreme rules at Sponsor's sole discretion.

## **Selection of Winners**

Winners are determined strictly based on overall score as determined by the scoring outlined above. As noted above, in the case of a tie, time will be considered as a factor to rank teams.

  
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## Notification of Winners and Final Rankings

From the close of the competition through 31 October the IEEEExtreme Technical team will be evaluating code submissions. IEEE reserves the right to disqualify a team if it's found to have manipulated or cheated during the competition. The official results will be communicated on or about 2 November. Winners will be contacted by IEEE directly.

## Requirements of Winners

IEEE may, within its sole discretion, require each member of each prize winning team to sign and return an affidavit of eligibility and liability and publicity release, in which each winning member consents to the use of his or her name, age, hometown and photo by IEEE for advertising and promotional purposes, without any additional compensation, wherever lawful, as a precondition to award of a prize. If any prize winning team member fails to sign and return the requested affidavit of eligibility and liability/public release as requested by IEEE, that team member may be disqualified, and his or her prize will be forfeited. In the event an entire team fails to sign and return the requested affidavit of eligibility and liability/public release as requested by IEEE, an alternate winner will be chosen using the methods described above. IEEE may also require each winner to assign all rights in any submission that is chosen as a winner to IEEE as a precondition to award of a prize. If any prize winner fails to assign all rights in the selected submission to IEEE, the winner may be disqualified, and his or her prize will thereafter be awarded to an alternate winner from the remaining valid entries using the criteria specified above. All prizes, including the travel arrangements for first place winners, must be claimed within one calendar year of the competition.

Teams affected by OFAC policies who are interested in competing in the contest may still be eligible to compete but understand that access to prizes may be modified or removed by law.

## Prizes

All active participants in the competition will receive a digital certificate and digital gift. "Active participant" is described as a team who makes a reasonable attempt at solving a problem in Sponsor's sole discretion.

### Prizes for IEEEExtreme 11.0

1st place: The winning team members will receive an expenses-paid trip to an IEEE conference of their choice, anywhere around the world. Roundtrip coach airline tickets for each winner from winner's preferred major metropolitan airport to the conference destination, conference registration fees, and a three-night hotel stay in a standard room (confirmation pending) will be provided by IEEE for each winning team member. The maximum value of this prize is \$10,000 per team. All expenses not specified above including, but not limited to, baggage fees, ground transportation, meals, beverages, gratuities, incidentals, taxes and any costs in excess of the maximum value of this prize are the sole responsibility of each winning team member. Any unused portion of the prize is not transferable or exchangeable and cannot be redeemed as cash. All travel arrangements will be made by Sponsor, whose decisions regarding the itinerary are final.

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2nd place: Each member of the team that wins 2nd place in the IEEEExtreme 11.0 competition will receive a Series 2 Apple Watch. The estimated retail value of this prize is \$400.

3rd place: Each member of the team that wins 3rd place in the IEEEExtreme 11.0 competition will receive a Series 1 Apple Watch. The estimated retail value of this prize is \$300.

4<sup>th</sup>-10<sup>th</sup> place: Each member of the 4<sup>th</sup> through 10<sup>th</sup> place teams in the IEEEExtreme 11.0 competition will receive a Bluetooth Speaker. The estimated retail value of this prize is \$45.

"Top 100: All members of teams that place in the top 100 at the end of the competition will receive a special edition IEEEExtreme 11.0 gift bundle, including a reserved IEEEExtreme "Top Coder" t-shirt.

Taxes, if any, are the sole responsibility of each winning team member. Sponsor makes no warranties or disclaimers concerning the prizes beyond those customarily given by the manufacturer of the prizes. Sponsor reserves the right to substitute different prizes of approximately equivalent value in its sole discretion.

Void where prohibited by law.

## Use of Entries

No entries will be returned. All entries become the property of IEEE. By entering, all participants consent to the use by IEEE of all the information provided in the entries for marketing or sales promotion purposes without any attribution, identification, right of review or compensation. All entrants agree to release and hold harmless IEEE and its officers, directors, employees and agents from and against any claim or cause of action arising out of participation in the contest. By registering for this contest, entrants acknowledge and agree that any personal information that they provided will be maintained in accordance with Sponsor's Privacy Policy, which can be found at: [http://www.ieee.org/security\\_privacy.html?WT.mc\\_id=hp\\_privacy](http://www.ieee.org/security_privacy.html?WT.mc_id=hp_privacy)


Entrants agree that any photographs submitted to Sponsor or posted by entrants on social media in connection with the competition may be used by IEEE for marketing or sales promotion purposes without any attribution, identification, right of review or compensation.

## Disputes Concerning the Competition

EACH ENTRANT AGREES THAT: (1) ANY AND ALL DISPUTES, CLAIMS, AND CAUSES OF ACTION ARISING OUT OF OR IN CONNECTION WITH THIS CONTEST, OR ANY PRIZES AWARDED, SHALL BE RESOLVED INDIVIDUALLY, WITHOUT RESORTING TO ANY FORM OF CLASS ACTION, PURSUANT TO ARBITRATION IN NEWARK, NEW JERSEY, CONDUCTED UNDER THE COMMERCIAL ARBITRATION RULES OF THE AMERICAN ARBITRATION ASSOCIATION THEN IN EFFECT, (2) ANY AND ALL CLAIMS, JUDGMENTS AND AWARDS SHALL BE LIMITED TO ACTUAL OUT-OF-POCKET COSTS INCURRED, INCLUDING COSTS ASSOCIATED WITH ENTERING THIS CONTEST, BUT IN NO EVENT ATTORNEYS' FEES; AND (3) UNDER NO CIRCUMSTANCES WILL ANY ENTRANT BE PERMITTED TO OBTAIN AWARDS FOR, AND ENTRANT HEREBY WAIVES ALL RIGHTS TO CLAIM, PUNITIVE, INCIDENTAL, AND

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CONSEQUENTIAL DAMAGES, AND ANY OTHER DAMAGES, OTHER THAN FOR ACTUAL OUT-OF-POCKET EXPENSES, AND ANY AND ALL RIGHTS TO HAVE DAMAGES MULTIPLIED OR OTHERWISE INCREASED. ALL ISSUES AND QUESTIONS CONCERNING THE CONSTRUCTION, VALIDITY, INTERPRETATION AND ENFORCEABILITY OF THESE OFFICIAL RULES, OR THE RIGHTS AND OBLIGATIONS OF ENTRANT AND SPONSOR IN CONNECTION WITH THE CONTEST, SHALL BE GOVERNED BY, AND CONSTRUED IN ACCORDANCE WITH, THE LAWS OF THE STATE OF NEW JERSEY, WITHOUT GIVING EFFECT TO ANY CHOICE OF LAW OR CONFLICT OF LAW, RULES OR PROVISIONS (WHETHER OF THE STATE OF NEW JERSEY OR ANY OTHER JURISDICTION) THAT WOULD CAUSE THE APPLICATION OF THE LAWS OF ANY JURISDICTION OTHER THAN THE STATE OF NEW JERSEY. SPONSOR IS NOT RESPONSIBLE FOR ANY TYPOGRAPHICAL OR OTHER ERROR IN THE PRINTING OF THE OFFER OR ADMINISTRATION OF THE CONTEST OR IN THE ANNOUNCEMENT OF THE PRIZES.

## Funding Sources

The IEEEExtreme 11.0 Competition is being underwritten by IEEE Membership and Geographic Activities Department.

Corporate Sponsorship opportunities are still available. Please contact [ieeextreme@ieee.org](mailto:ieeextreme@ieee.org) for more information.


## Agreement to the Official Rules

By participating in this contest, participants agree to abide by the terms and conditions as established by IEEE. IEEE reserves the right to qualify all submissions and to reject any submissions that do not meet the requirements for participation as established by IEEE.

### Additional Terms and Conditions:

Sponsor assumes no responsibility for computer system, hardware, software or program malfunctions or other errors, failures, delayed computer transactions or network connections that are human or technical in nature, or for damaged, lost, late, illegible or misdirected entries or submissions; technical, hardware, software, electronic or telephone failures of any kind; lost or unavailable network connections; fraudulent, incomplete, garbled or delayed computer transmissions whether caused by Sponsor, the users, or by any of the equipment or programming associated with or utilized in this contest; or by any technical or human error that may occur in the processing of submissions or downloading, that may limit, delay or prevent an entrant's ability to participate in the contest.

Sponsor reserves the right, in its sole discretion, to cancel or suspend this contest and award prizes from the entries received up to the time of termination or suspension should virus, bugs or other causes beyond Sponsor's control, unauthorized human intervention, malfunction, computer problems, phone line or network hardware or software malfunction, which, in the sole opinion of Sponsor, corrupt, compromise or materially affect the administration, fairness, security or proper play of the contest or proper submission of entries. Sponsor is not liable for any loss, injury or

  
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damage caused, whether directly or indirectly, in whole or in part, from downloading data or otherwise participating in this contest.

## **Contest Results and Official Rules**

To obtain the names of the winners and/or a copy of these Official Rules, send a self-addressed, stamped envelope to IEEEExtreme 11.0 Competition, Member and Geographic Activities, IEEE, 445 Hoes Lane, Piscataway, New Jersey 08854.

  
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JAN 20 2011  
IEEE Extreme 11.0 Competition  
Member and Geographic Activities  
IEEE, 445 Hoes Lane  
Piscataway, NJ 08854


# Sample Question - 2017

The screenshot shows the top portion of a web browser displaying the IEEEXtreme Programming Competition 11.0 task page for 'Game of Life'. The browser's address bar shows the URL: `https://csacademy.com/ieeextreme11/task/d12a7784af1a3d3f6d88601c81a4bb81/`. The page header includes navigation links like 'Summary', 'Tasks', 'Scoreboard', and 'Own Submissions'. The main content area features the IEEEXtreme logo and the title 'Game of Life' with a time limit of 1200 ms and a memory limit of 128 MB. Below the title, a brief description states: 'You are asked to make an implementation of the game of life by John Horton Conway on a finite torus board and provide its output after  $c$  iterations.' A 3D wireframe torus is centered on the page.

This screenshot shows the detailed instructions for the 'Game of Life' task. It includes sections for 'Standard input', 'Standard output', and 'Constraints and notes'. A notification box in the top right corner states: 'Question notification: A user's question for task "Game of Life" has been answered publicly.' The 'Standard input' section specifies that the first line contains integers  $n$ ,  $m$ , and  $c$ , followed by  $n$  lines of  $m$  characters representing the board state. The 'Standard output' section requires  $n$  lines of  $m$  characters representing the board after  $c$  iterations. The 'Constraints and notes' section lists: 

- $1 < n, m \leq 25$
- $1 \leq c \leq 10^7$

At the bottom, there are input and output text boxes. The input box contains the text: `4 6 3`  
`.....`  
`.....`  
`.....`  
`.....`

  
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Press Esc to exit full screen



# Elementary

Time limit: 1000 ms  
Memory limit: 128 MB

Write a program that converts a word in the English dictionary (a string of lower case letters) into a number. Below are some examples of input-output pairs and there is a server that can give you more outputs for given inputs.

Your task is to find out what the functions does and program it.

## Standard input

On the first line there will be an integer  $n$ , the number of lines that will follow.

Lines  $2, \dots, n + 1$  will contain one word on each one.

## Standard output

Print a list of  $n$  numbers, one per line.

For the given tests, each number will be smaller or equal to  $10^6$ .

Input

```
15
ieeextreme
```

Output

```
0
1
```

## Standard output

Print a list of  $n$  numbers, one per line.

For the given tests, each number will be smaller or equal to  $10^6$ .

Input

```
15
ieeextreme
one
brain teaser
snow
unicorn
leparascopy
overcautiousness
cosmos
conclusion
wisconsin
binationalism
barbasco
cacophonous
inosculate
pneumonoconiosis
```

Output

```
0
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
```

6

```
monkey
frog
bison
chinoak
puffin
rhinoceros
```

```
0
1
2
3
4
5
6
```

5

```
0
```

  
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```
5
kale
asparagus
broccoli
spinach
chocolate
```

```
0
1
2
3
4
```

### Sample Tester

Here's a helper so you can test the server:

- Modify the input (left), and hit compute.
- You are allowed to interrogate at most 100 strings of length at most 100, each.
- There is a limit of 10 interrogations per minute.

Compute

```
1 B
2 Ok
3 HotOk
4 Fine
```

```
1
```

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## IEEE Xtreme 11.0 REPORT

With the support of the principal and ECE-HOD, IEEE Xtreme event started on the morning of 14<sup>th</sup> day has finally arrived 14<sup>th</sup> October IEEE Xtreme 11.0 the participants assembled in the college early morning the event started at 5.30 am in our computer lab and then we were addressed by our college principal Dr. Uday Kumar Susarla Garu in the morning 10.30 am and Dr. Vijaya Gunturu Sir ECE-Department HOD, Dr. Narasimhulu Sir & Dr. S. Nagender kumar CSE Department HOD, D. Venkat Ramireddy, the Student Activities chair of IEEE-Hyderabad Section greeted the students and Wished them to get a good rank in the competition and make the best of it and have a good experience from the competition.

Dr. A L Srinath, CEO of M/s Shell Networks who was the Chief Guest for the Valedictory function for Bhaswara 2K17 Techfest which was being conducted at the same time came and addressed the participants. He was happy to know about this competition and encouraged the students and wished them the very best in coding.

ECE Department – 10 Students

CSE Department – 2 Students

Procter for the Event - Mr. S Vasu Krishna

Date of Event :- 14<sup>th</sup> and 15<sup>th</sup> October.

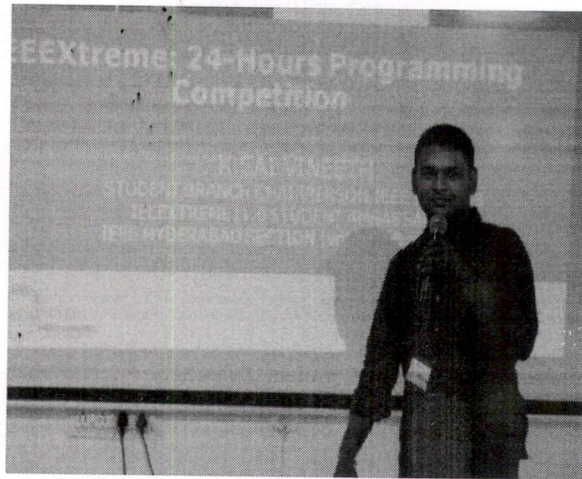
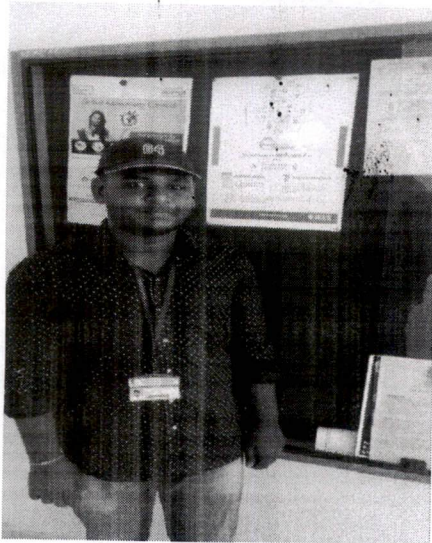
Total No. of Teams participated across the world - 3,333

Sl.No.	Team name	Overall rank	Region 10 ( India & Pacific)
1	Cool Coders	1535	266
2	Official Coders	1536	267
3	Xtreme Coders	1537	268
4	Code Warriors	1534	265

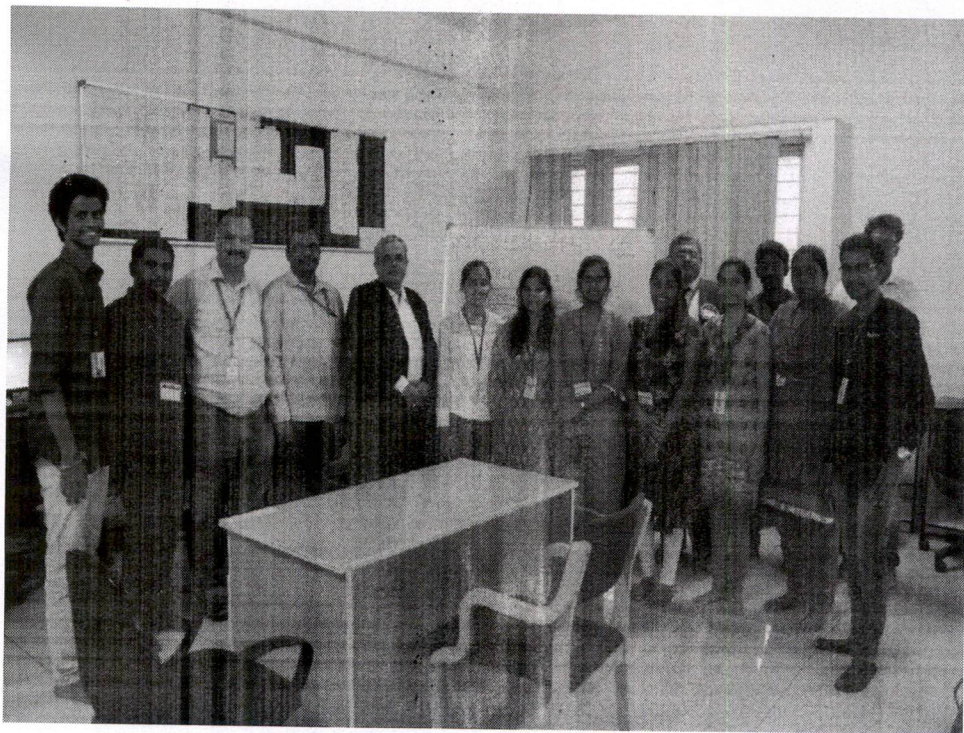
Statistics of our college teams ranks after the competition

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Photographs of the IEEE Xtreme 11.0 conducted at IEEE-GCETSB



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## IEEE Xtreme 11.0 Participants List along with Proctor

Sl.No.	Roll No.	NAME OF STUDENT	IEEE MEM.No.	EMAIL ID	Phone No.
	<b>TEAM NAME-1</b>	<b>CODE WARRIORS</b>			
1	14R11A04A2	Abhigna Pasam	93861661	abhignapasam@gmail.com	7989590391
2	14R11A0479	Naga Sirisha Edara	94017876	eadarasirisha3@gmail.com	7674065672
3	14R11A04C5	B.Harika Devi	94100288	harikadevi2712@gmail.com	9010503205
	<b>TEAM NAME -2</b>	<b>EXTREME CODERS</b>			
4	14R11A0478	D. Keerthi	93847460	Keerthi.dharmender@gmail.com	7036470505
5	14R11A04B3	T.Sai Bhuvan	93847355	bme18369@gmail.com	7981459817
6	14R11A0472	CH Shiva Kumar	94092516	ch.shivakumar09@gmail.com	9652066919
	<b>TEAM NAME-3</b>	<b>OFFICIAL CODERS</b>			
	14R11A0513	D. VENKATESH	94169676	14venkatesh@gmail.com	9949770154
8	14R11A0514	D.PRANAY	94166619	pranay.dasari007@gmail.com	9701436508
9	14R11A0486	K SAI VINEETH	93866548	vnth234@gmail.com	9010919928
	<b>TEAM NAME-4</b>	<b>COOL CODERS</b>			
10	15R11A04F2	N.MANIKANTA SAI	94114568	manikantasai65@gmail.com	8686128329
11	15R11A04F8	K. S PRERANA	94144921	ksprerana1997@gmail.com	9000911916
12	15R11A04C2	A PAAVANI	94066302	appaavani@gmail.com	9676453905
		<b>IEEE XTREME 11.0 PROCTOR</b>			
1	SC01006	VASU KRISHNA SURAVARAPU	92083753	vasukrishnas@gmail.com	9392184252

  
 Student Branch Counselor  
 IEEE SB - GCET

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# Certificate of Appreciation

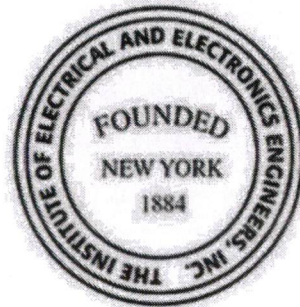
This is to certify that

**Vasu Krishna Suravarapu**

Volunteered as a proctor to guide and oversee competing teams for the IEEEXtreme 11.0 programming competition that hosted 8,300 participants

14th October 2017

Karen Bartleson  
IEEE President 2017



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Date: 14 October 2017

Time: 00:00:00 UTC – 23:59:59 UTC

More Info: [www.ieee.org/xtreme](http://www.ieee.org/xtreme)

## IEEE Xtreme 11.0 Competition Rules

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### Description

IEEE Xtreme is a global challenge in which teams of student members, supported by an IEEE Student Branch, advised and proctored by an IEEE Member, compete in a 24-hour time span, starting on October 14, 2017 at 00:00 UTC and ending at 23:59 UTC, against each other to solve a set of programming problems.

The competition was created to:

- Provide IEEE Student Members with a new and interesting activity
- Give IEEE Student Members a challenge to embrace teamwork - an important skill to develop for career success
- Increase the number of IEEE Student activities with a focus on the computer, programming and information technology fields

Other benefits include providing Student Branches with ways to get IEEE Student Members involved in local activity in a fun and engaging way.

### Sponsor

The IEEE Xtreme Programming Competition is hosted by The Institute of Electrical and Electronics Engineers, Incorporated, 445 Hoes Lane, Piscataway, New Jersey, USA, 08854 ("Sponsor" or "IEEE"). It is organized and managed by the Student Activities Committee under the Member and Geographic Activities business unit of IEEE.

### Eligibility

Participants must compete as part of a team. Teams are comprised of **up to 3** IEEE student or graduate student members, but can only include a maximum of 2 graduate student members per team. All team members must be IEEE student or graduate student members to register and

compete in the competition. IEEE Membership numbers are required during the registration process. All team members must be over the age of 18. Universities and Colleges can have multiple teams.

Each team must have a proctor who will supervise during the 24-hour programming competition and each team is responsible for locating one or more eligible Proctors (see below) prior to registration.

Team members must solve and complete the problems without assistance from other people or prewritten code. Please note that the intent and spirit of the competition is for the students, not others, to solve a problem. Persons acting as Proctors must limit the level of support and must not contribute in any other form that might be considered original authorship, or in any way that may enable claims of rights or ownership to the submitted entries. In no case will work-on-behalf of teams or individuals be allowed. Sponsor reserves the right to analyze all submissions for plagiarism and disqualify or deduct points from any team in its sole discretion if the team's work is not its own.

Void where prohibited by Law. Entrants understand that Sponsor may substitute or withhold prizes as required by law.

## Registration

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Registration will be open until October 4, 2016 (00:00:00 UTC). Registrations received before or after this period are void. Sponsor's computer is the official time-keeping device for the contest. Teams can find registration information at <http://www.ieeextreme.org>

## Proctors

---

Each team must have a proctor to supervise competition activities.

Proctors must be an IEEE Member of higher membership grade. Student or Graduate Student Members are not allowed to proctor, but are encouraged to participate as a team member in the competition.

Proctor information (IEEE Member Number) is required during the registration process.

Student Branch Counselors or Department Chairs make great Proctors as they are all higher grade IEEE members. Many IEEE Young Professionals are also higher grade IEEE members and may be eligible to serve as proctors.

Teams may want to recruit two or more proctors so that one can take a break to rest during the 24 hour competition.

Proctor tasks include:

- Monitor the general flow of the activity

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- Inform students when the competition begins, at the middle of it, when there are 6 hours left and when there is 1 hour left
- Ensure that no one external to the team members helps or assists the student participants in resolving the problems in any way
- Responsible for the receipt and distribution of prizes for student teams

If you need assistance in finding a proctor, please consult our Guide on Finding a Proctor (PDF).

Please note: A Proctor can support up to 8 student teams and all of the competition participants under an individual Proctor's supervision must compete in the same venue. For more information on venue, see the following section.

## Venue

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As IEEEExtreme is a virtual online competition, a physical location, or venue, must be identified for each team to use during the 24-hour competition.

Venues can be in an IEEE Student Branch office or a college lab or another location on campus. It must be a place that participants can use for the entire 24 hours during the competition and should be equipped with at least one computer and some type of connection to the internet. Each team must have at least one Proctor physically located within the venue at all times throughout the 24-hour competition.

## Student Branch Activity

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Student Branches, if able, should support and help to the participating teams, helping locate an appropriate venue for use during the competition, promoting the competition, assisting in identifying appropriate proctors, and increasing awareness of the student branch presence on campus.

Students attending universities who do not have an IEEE student branch on campus can still participate in the IEEEExtreme competition. This is an opportunity to bring students together to have fun with IEEE activities. Consider using this opportunity as a way to form a student branch. More information on how to form a student branch can be found here.  
[[http://www.ieee.org/societies\\_communities/geo\\_activities/forms\\_petitions/forms\\_petitions\\_index.html](http://www.ieee.org/societies_communities/geo_activities/forms_petitions/forms_petitions_index.html)]

## Problems

---

Problems are developed and judged by expert programmers. All entrants agree and acknowledge that Sponsor is the owner of all problems and any associated code. Entrants further agree that they will not use the problems or any associated code for any reason other than the competition

without written permission from Sponsor. The panel of judges is made up of higher grade IEEE members from both Academia and Industry backgrounds.

Problems will be categorized as easy, moderate, difficult, advanced, and Xtreme to allow for students of all experience levels to participate.

All of the problems can be answered in any of the supported languages, which are indicated in the table below. The time and memory limits are unique to every problem, and it is possible that certain programming language have a different time limit and memory limit, to adjust for factors such as virtual machine overhead.

Language	Version	Language environment
C	gcc 6.3.0, C99 standard	Math library -lm
C++	g++ 6.3.0, C++14 standard	Math library -lm
Java 8	Open JDK 1.8.0_131	Name your class Main for your program to work
Python 2	Python 2.7.13	numpy and scipy libraries are available
Python 3	Python 3.6.1	numpy and scipy libraries are available
Haskell	GHC 8.0.2	
C#	Mono C# compiler 4.6.2	Compiled with <code>mcs -define:ONLINE_JUDGE -define:CS_ACADEMY</code>
PHP	PHP 7.0.18	
Perl	Perl 5.24.1	
Ruby	Ruby 2.3.3	
Objective-C	gcc 6.3.0	Runtime(gnustep-libobjc2) Foundation Kit Blocks runtime libdispatch
Swift	Version 1.2	Foundation
Common Lisp (SBCL)	SBCL 1.3.3	
Lua	Lua 5.2.4	
Erlang	Erlang/OTP 19 [erts-8.2.1]	Have your main function in module solution
Javascript	Node v7.10.0	
Go	Go1.4	
OCaml	OCaml 4.02.3	
Smalltalk	GNU Smalltalk 3.2.5	
Tcl	TCL Shell 8.6.6	
Pascal	Free Pascal 3.0.2	Compiled with <code>fpc -O2 -Sgic -viwn -Tlinux -dONLINE_JUDGE -dCS_ACADEMY -XS</code>
BASH	Version 4.4.7	
Fortran	GNU Fortran 6.3.0	Compiled with <code>gfortran -ffree-form</code>
COBOL	OpenCOBOL 1.1.0	Compiled with <code>cobc -free -x</code>
Ada	GNATMAKE 6.3.0	
Octave	GNU Octave 4.0.3	

A demo practice contest community, with sample problems from IEEEExtreme 10, can be found at: <https://csacademy.com/ieeextreme-practice/>.

## Problem Submission

Teams should submit their problem solutions electronically using the contest management tool. Instructions on access and utilization of the contest management tool will be provided to teams after registration closes.

The 2017 contest problems will be available the day of the contest.

## Scoring Criteria

30 points are awarded for correct answers. 70 extra points can be awarded depending on problem difficulty. The difficulty of any problem comes from the average points teams scored on it; should many teams solve the same problem, that problem is determined to be easy and no additional points will be awarded. However, few teams solve a problem the problem will be deemed hard and will be credited with additional points. This scoring schematic makes the competition and your placement within the ranking very dynamic. It is strongly advised you not to share your solution with other teams, as it will harm your score.

Note: Time is not directly included in the scoring formula. It's purpose is to break ties, so teams that solve the same set of problems, only quicker end up higher in the standings. Since there is no penalty for the number of times a team submits a solution, it is recommended teams try to solve the tasks as quickly as possible.

The exact formula for calculating the points value of a problem:

$$\text{Problem Score} = 30 + 70 * (1 - \text{Average Points})^2$$

Where

$$\text{Average Points} = \frac{\text{Total points for all test cases obtained over all teams}}{\text{Total points of all test cases} \times \text{Number of teams}}$$

Average Points can be a number between 0 and 1, where 0 represents tasks that no one solved, and 1 represents tasks that all users solved.


### Partial scoring:

Problems contain more than one test case. Those included in the sample will carry less weight whereas hidden cases will carry more weight on a varying degree depending on difficulty.

The higher number of solved cases a team submits, the higher the score will be. Therefore, should a team solve 3 out of 5 possible cases, while another team solved 5 out of 5, the team solving 3 would receive partial credit for that problem.

$$\text{Submission Score} = \text{problem score} * \frac{\text{Sum of correct test cases' weights}}{\text{Sum of all test cases' weights}}$$

Rank is decided upon score. However, terms of draw time will be considered as a factor to rank teams. Ex: Team A and Team B, can have same score, let's say X, but then have different ranks, say Rank 2 and Rank 3. This means the Team with higher rank was faster to solve problems compared to the other team.

  
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## Tie Breakers:

Time is of the essence. Submission time will be utilized to determine tie breakers.

Submission Number	Problem Number	Submission Time	$\frac{\text{Sum of correct test cases' weights}}{\text{Sum of all test cases' weights}}$
1	1	1 am, UTC	0.20
2	2	2 am, UTC	0.90
3	1	3 am, UTC	0.70
4	1	4 am, UTC	0.70
5	1	5 am, UTC	0.60

To calculate the total submission time for the example, we consider the best submissions for each problem. For problem 2, the best (and only) submission occurred 2 hours into the contest. For problem 1, the best submission occurred 3 hours into the contest. Note that if an identically scoring submission occurred later, we use the earliest of these identical submissions. Therefore, we ignore submission number 4 and 5 because neither of these were an improvement over submission number 3. In this case, then, the total submission time for the team would be 5 hours.

**Submission time for each problem is calculated at the beginning at the release of each challenge, not at the start of the competition.**

## Reminders:

No programming language has an advantage over the others. (Ex: Java, C, Python, PHP, etc. are all equal).

Scores will be impacted only by submissions, compiling will not affect scores.

Due to the dynamic nature of the scoring schematic, scores may fluctuate throughout the competition. Teams are encouraged to check in often to review their standings.

## Supported Browsers

The browsers that are supported to run IEEEExtreme 11.0 are as follows:

- Chrome v 58
- Firefox v 51
- Edge v 14
- Safari v 10

Please consult each browser's Web site for more information on updates.

## Plagiarism Policy:

IEEEExtreme retains the right to review the contestants' submissions with tools and techniques to detect acts of plagiarism. Sponsor reserves the right to disqualify any team that is identified

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(during or after the competition) for inappropriate collaboration, reuse of material, and/or failing to meet the requirements as indicated by the IEEEExtreme rules at Sponsor's sole discretion.

## **Selection of Winners**

Winners are determined strictly based on overall score as determined by the scoring outlined above. As noted above, in the case of a tie, time will be considered as a factor to rank teams.

  
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## Notification of Winners and Final Rankings

From the close of the competition through 31 October the IEEEExtreme Technical team will be evaluating code submissions. IEEE reserves the right to disqualify a team if it's found to have manipulated or cheated during the competition. The official results will be communicated on or about 2 November. Winners will be contacted by IEEE directly.

## Requirements of Winners

IEEE may, within its sole discretion, require each member of each prize winning team to sign and return an affidavit of eligibility and liability and publicity release, in which each winning member consents to the use of his or her name, age, hometown and photo by IEEE for advertising and promotional purposes, without any additional compensation, wherever lawful, as a precondition to award of a prize. If any prize winning team member fails to sign and return the requested affidavit of eligibility and liability/public release as requested by IEEE, that team member may be disqualified, and his or her prize will be forfeited. In the event an entire team fails to sign and return the requested affidavit of eligibility and liability/public release as requested by IEEE, an alternate winner will be chosen using the methods described above. IEEE may also require each winner to assign all rights in any submission that is chosen as a winner to IEEE as a precondition to award of a prize. If any prize winner fails to assign all rights in the selected submission to IEEE, the winner may be disqualified, and his or her prize will thereafter be awarded to an alternate winner from the remaining valid entries using the criteria specified above. All prizes, including the travel arrangements for first place winners, must be claimed within one calendar year of the competition.

Teams affected by OFAC policies who are interested in competing in the contest may still be eligible to compete but understand that access to prizes may be modified or removed by law.

## Prizes

All active participants in the competition will receive a digital certificate and digital gift. "Active participant" is described as a team who makes a reasonable attempt at solving a problem in Sponsor's sole discretion.

### Prizes for IEEEExtreme 11.0

1st place: The winning team members will receive an expenses-paid trip to an IEEE conference of their choice, anywhere around the world. Roundtrip coach airline tickets for each winner from winner's preferred major metropolitan airport to the conference destination, conference registration fees, and a three-night hotel stay in a standard room (confirmation pending) will be provided by IEEE for each winning team member. The maximum value of this prize is \$10,000 per team. All expenses not specified above including, but not limited to, baggage fees, ground transportation, meals, beverages, gratuities, incidentals, taxes and any costs in excess of the maximum value of this prize are the sole responsibility of each winning team member. Any unused portion of the prize is not transferable or exchangeable and cannot be redeemed as cash. All travel arrangements will be made by Sponsor, whose decisions regarding the itinerary are final.

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2nd place: Each member of the team that wins 2nd place in the IEEEExtreme 11.0 competition will receive a Series 2 Apple Watch. The estimated retail value of this prize is \$400.

3rd place: Each member of the team that wins 3rd place in the IEEEExtreme 11.0 competition will receive a Series 1 Apple Watch. The estimated retail value of this prize is \$300.

4<sup>th</sup>-10<sup>th</sup> place: Each member of the 4<sup>th</sup> through 10<sup>th</sup> place teams in the IEEEExtreme 11.0 competition will receive a Bluetooth Speaker. The estimated retail value of this prize is \$45.

"Top 100": All members of teams that place in the top 100 at the end of the competition will receive a special edition IEEEExtreme 11.0 gift bundle, including a reserved IEEEExtreme "Top Coder" t-shirt.

Taxes, if any, are the sole responsibility of each winning team member. Sponsor makes no warranties or disclaimers concerning the prizes beyond those customarily given by the manufacturer of the prizes. Sponsor reserves the right to substitute different prizes of approximately equivalent value in its sole discretion.

Void where prohibited by law.

## Use of Entries

No entries will be returned. All entries become the property of IEEE. By entering, all participants consent to the use by IEEE of all the information provided in the entries for marketing or sales promotion purposes without any attribution, identification, right of review or compensation. All entrants agree to release and hold harmless IEEE and its officers, directors, employees and agents from and against any claim or cause of action arising out of participation in the contest. By registering for this contest, entrants acknowledge and agree that any personal information that they provided will be maintained in accordance with Sponsor's Privacy Policy, which can be found at: [http://www.ieee.org/security\\_privacy.html?WT.mc\\_id=hpf\\_privacy](http://www.ieee.org/security_privacy.html?WT.mc_id=hpf_privacy)

Entrants agree that any photographs submitted to Sponsor or posted by entrants on social media in connection with the competition may be used by IEEE for marketing or sales promotion purposes without any attribution, identification, right of review or compensation.

## Disputes Concerning the Competition

EACH ENTRANT AGREES THAT: (1) ANY AND ALL DISPUTES, CLAIMS, AND CAUSES OF ACTION ARISING OUT OF OR IN CONNECTION WITH THIS CONTEST, OR ANY PRIZES AWARDED, SHALL BE RESOLVED INDIVIDUALLY, WITHOUT RESORTING TO ANY FORM OF CLASS ACTION, PURSUANT TO ARBITRATION IN NEWARK, NEW JERSEY, CONDUCTED UNDER THE COMMERCIAL ARBITRATION RULES OF THE AMERICAN ARBITRATION ASSOCIATION THEN IN EFFECT, (2) ANY AND ALL CLAIMS, JUDGMENTS AND AWARDS SHALL BE LIMITED TO ACTUAL OUT-OF-POCKET COSTS INCURRED, INCLUDING COSTS ASSOCIATED WITH ENTERING THIS CONTEST, BUT IN NO EVENT ATTORNEYS' FEES; AND (3) UNDER NO CIRCUMSTANCES WILL ANY ENTRANT BE PERMITTED TO OBTAIN AWARDS FOR, AND ENTRANT HEREBY WAIVES ALL RIGHTS TO CLAIM, PUNITIVE, INCIDENTAL, AND



CONSEQUENTIAL DAMAGES, AND ANY OTHER DAMAGES, OTHER THAN FOR ACTUAL OUT-OF-POCKET EXPENSES, AND ANY AND ALL RIGHTS TO HAVE DAMAGES MULTIPLIED OR OTHERWISE INCREASED. ALL ISSUES AND QUESTIONS CONCERNING THE CONSTRUCTION, VALIDITY, INTERPRETATION AND ENFORCEABILITY OF THESE OFFICIAL RULES, OR THE RIGHTS AND OBLIGATIONS OF ENTRANT AND SPONSOR IN CONNECTION WITH THE CONTEST, SHALL BE GOVERNED BY, AND CONSTRUED IN ACCORDANCE WITH, THE LAWS OF THE STATE OF NEW JERSEY, WITHOUT GIVING EFFECT TO ANY CHOICE OF LAW OR CONFLICT OF LAW, RULES OR PROVISIONS (WHETHER OF THE STATE OF NEW JERSEY OR ANY OTHER JURISDICTION) THAT WOULD CAUSE THE APPLICATION OF THE LAWS OF ANY JURISDICTION OTHER THAN THE STATE OF NEW JERSEY. SPONSOR IS NOT RESPONSIBLE FOR ANY TYPOGRAPHICAL OR OTHER ERROR IN THE PRINTING OF THE OFFER OR ADMINISTRATION OF THE CONTEST OR IN THE ANNOUNCEMENT OF THE PRIZES.

## **Funding Sources**

The IEEEExtreme 11.0 Competition is being underwritten by IEEE Membership and Geographic Activities Department.

Corporate Sponsorship opportunities are still available. Please contact [ieeextreme@ieee.org](mailto:ieeextreme@ieee.org) for more information.

## **Agreement to the Official Rules**

By participating in this contest, participants agree to abide by the terms and conditions as established by IEEE. IEEE reserves the right to qualify all submissions and to reject any submissions that do not meet the requirements for participation as established by IEEE.

### **Additional Terms and Conditions:**


Sponsor assumes no responsibility for computer system, hardware, software or program malfunctions or other errors, failures, delayed computer transactions or network connections that are human or technical in nature, or for damaged, lost, late, illegible or misdirected entries or submissions; technical, hardware, software, electronic or telephone failures of any kind; lost or unavailable network connections; fraudulent, incomplete, garbled or delayed computer transmissions whether caused by Sponsor, the users, or by any of the equipment or programming associated with or utilized in this contest; or by any technical or human error that may occur in the processing of submissions or downloading, that may limit, delay or prevent an entrant's ability to participate in the contest.

Sponsor reserves the right, in its sole discretion, to cancel or suspend this contest and award prizes from the entries received up to the time of termination or suspension should virus, bugs or other causes beyond Sponsor's control, unauthorized human intervention, malfunction, computer problems, phone line or network hardware or software malfunction, which, in the sole opinion of Sponsor, corrupt, compromise or materially affect the administration, fairness, security or proper play of the contest or proper submission of entries. Sponsor is not liable for any loss, injury or

damage caused, whether directly or indirectly, in whole or in part, from downloading data or otherwise participating in this contest.

## Contest Results and Official Rules

To obtain the names of the winners and/or a copy of these Official Rules, send a self-addressed, stamped envelope to IEEEExtreme 11.0 Competition, Member and Geographic Activities, IEEE, 445 Hoes Lane, Piscataway, New Jersey 08854.

  
PRINCIPAL  
Government College of Engineering and Technology  
(Autonomous)  
Cheeryal (V), Kessera (M), Medchal Dist. (T.S.) - 501 301

GEETHANJALI COLLEGE OF ENGINEERING & TECHNOLOGY  
Cheeryal (V), Keesara(M), Telangana- 501 301

UNDERTAKING by the Parent for her ward attending IEEE Xtreme 11.0  
Programming Event on 14.10.17

I, K.V.S. Sastry, parent of K.S. PRERANA,  
bearing Roll No. 15R11A014F8 Branch & Section : ECE - 3C, an  
IEEE Student Member ( Membership no. 94144921 ) here by give my consent for  
participation of my ward in IEEE Xtreme 11.0 coding event. I understand that the event  
is scheduled from 5:30 AM on 14<sup>nd</sup> Oct'2017 till 5.30 AM of 15<sup>th</sup> Oct'2017, round the  
clock.

I expect that proper security arrangements will be made by the college, in addition to  
transport arrangements from ECIL X Roads if feasible. In case any untoward incident  
happens during the event, which is beyond the control of the college, I hereby take full  
responsibility for it. →

Student sign

K.S. Prerana

Parent sign

K.V.S. Sastry  
12/10/2017

Contact Details:

9848022108  
9848023163  
27155834

PRINCIPAL  
Geethanjali College of Engineering and Technology  
(Autonomous)  
Cheeryal (V), Keesara (M), Medchal Dist. (T.S.) - 501 301

**GEETHANJALI COLLEGE OF ENGINEERING & TECHNOLOGY**


**Cheeryal (V), Keesara(M), Telangana- 501 301**

UNDERTAKING by the Parent for her ward attending IEEE Xtreme 11.0  
Programming Event on 14.10.17

I, A.P. PAAVANI A. PRASAD, parent of A.P. PAAVANI,  
bearing Roll No. 15R11A04C2 Branch & Section : ECE -3C, an  
IEEE Student Member ( Membership no. 94086302) here by give my consent for  
participation of my ward in IEEE Xtreme 11.0 coding event. I understand that the event  
is scheduled from 5:30 AM on 14<sup>nd</sup> Oct'2017 till 5.30 AM of 15<sup>rd</sup> Oct'2017, round the  
clock.

I expect that proper security arrangements will be made by the college, in addition to  
transport arrangements from ECIL X Roads if feasible. In case any untoward incident  
happens during the event, which is beyond the control of the college, I hereby take full  
responsibility for it.

Student sign A.P. Paavani

Parent sign 

**Contact Details:**

9515145905  
9676453905

950

**PRINCIPAL**  
Geethanjali College of Engineering and Technology  
(Autonomous)  
Cheeryal (V), Keesara (M), Medchal Dist. (T.S.) - 501 301

GEETHANJALI COLLEGE OF ENGINEERING & TECHNOLOGY

Cheeryal (V), Keesara(M), Telangana- 501 301

UNDERTAKING by the Parent for her ward attending IEEE Xtreme 11.0  
Programming Event on 14.10.17


I, M. Dhaseemander, parent of D. Keerthi,  
bearing Roll No. 14R11A0478 Branch & Section : ECE-4B, an  
IEEE Student Member ( Membership no. \_\_\_\_\_ ) here by give my consent for  
participation of my ward in IEEE Xtreme 11.0 coding event. I understand that the event  
is scheduled from 5:30 AM on 14<sup>th</sup> Oct'2017 till 5.30 AM of 15<sup>th</sup> Oct'2017, round the  
clock.

I expect that proper security arrangements will be made by the college, in addition to  
transport arrangements from ECIL X Roads if feasible. In case any untoward incident  
happens during the event, which is beyond the control of the college, I hereby take full  
responsibility for it.

Student sign D. Keerthi

Parent sign Dhaseemander

Contact Details: 9000208587

  
**PRINCIPAL**  
Geethanjali College of Engineering and Technology  
(Autonomous)  
Cheeryal (V), Keesara (M), Medchal Dist. (T.S.) - 501 301

GEETHANJALI COLLEGE OF ENGINEERING & TECHNOLOGY  
Cheeryal (V), Keesara(M), Telangana- 501 301

UNDERTAKING by the Parent for her ward attending IEEE Xtreme 11.0  
Programming Event on 14.10.17


I, E. Naga Malleswara Rao, parent of E. Naga Srisisha,  
bearing Roll No. 14R11A0479 Branch & Section : ECE. 4B, an  
IEEE Student Member ( Membership no. 94017876 ) here by give my consent for  
participation of my ward in IEEE Xtreme 11.0 coding event. I understand that the event  
is scheduled from 5:30 AM on 14<sup>th</sup> Oct'2017 till 5.30 AM of 15<sup>th</sup> Oct'2017, round the  
clock.

I expect that proper security arrangements will be made by the college, in addition to  
transport arrangements from ECIL X Roads if feasible. In case any untoward incident  
happens during the event, which is beyond the control of the college, I hereby take full  
responsibility for it.

Student sign E. Naga Srisisha

Parent sign E. Naga Malleswara Rao

Contact Details: 9849 080160  
9849 541451

  
**PRINCIPAL**  
Geethanjali College of Engineering and Technology  
(Autonomous)  
Cheeryal (V), Keesara (M), Medchal Dist. (T.S.) - 501 301

**GEETHANJALI COLLEGE OF ENGINEERING & TECHNOLOGY**

**Cheeryal (V), Keesara(M), Telangana- 501 301**

UNDERTAKING by the Parent for her ward attending IEEE Xtreme 11.0  
Programming Event on 14.10.17

I, B. Rambabu, parent of B. Harika devi,  
bearing Roll No. 14R11A0405 Branch & Section : ECE-4C, an  
IEEE Student Member ( Membership no. 94100288) here by give my consent for  
participation of my ward in IEEE Xtreme 11.0 coding event. I understand that the event  
is scheduled from 5:30 AM on 14<sup>th</sup> Oct'2017 till 5.30 AM of 15<sup>th</sup> Oct'2017, round the  
clock.

I expect that proper security arrangements will be made by the college, in addition to  
transport arrangements from ECIL X Roads if feasible. In case any untoward incident  
happens during the event, which is beyond the control of the college, I hereby take full  
responsibility for it.

Student sign harika

Parent sign B. Rambabu

11/10/17-

**Contact Details:**

R No-42 Sri Shiva Sai Nagar Colony,

Jammigadda, Kapra,

opp. methyalamma Temple.

Father's phone no:- 9440469234.

Student phone no:- 9010503205

**PRINCIPAL**  
Geethanjali College of Engineering and Technology  
(Autonomous)  
Cheeryal (V), Keesara (M), Medchal Dist. (T.S.) - 501 301