# A Report of CODE CON (17th March 2025)

## Organized by







## Department of Computer Science and Engineering (Artificial Intelligence & Machine Learning

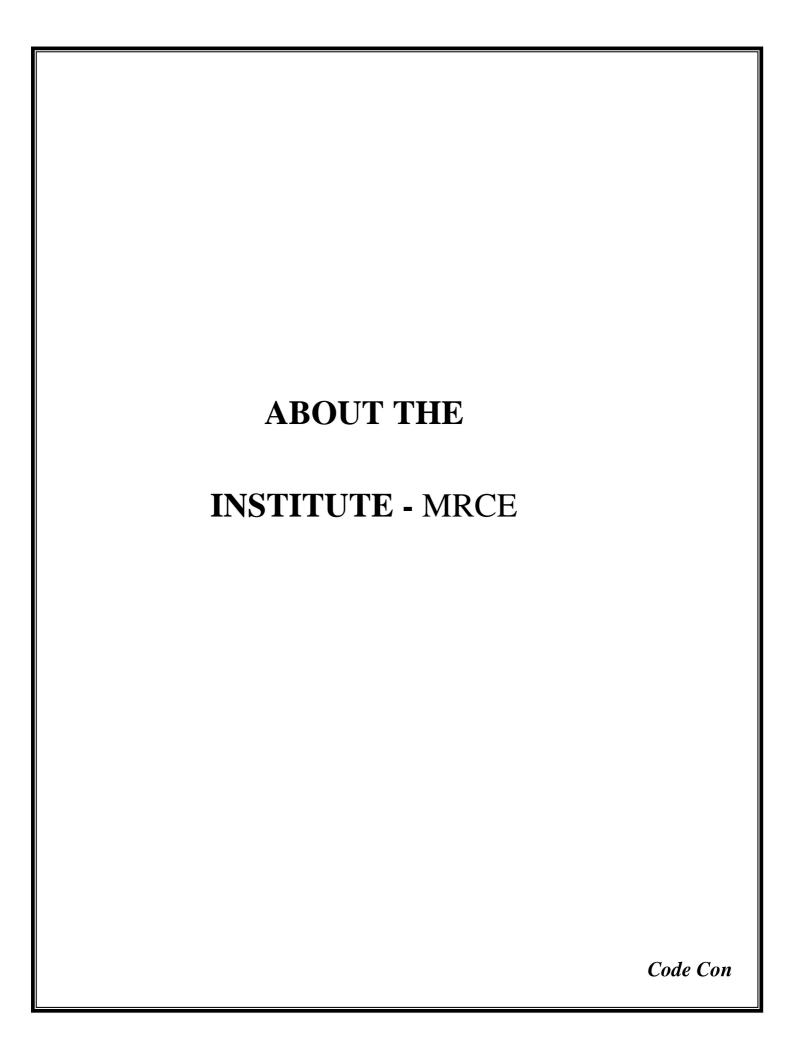
Date : 17 – 03 -2025 Venue : 316, Block 3

Malla Reddy College of Engineering

Maisammaguda, Dhulapally, Secunderabad - 500100

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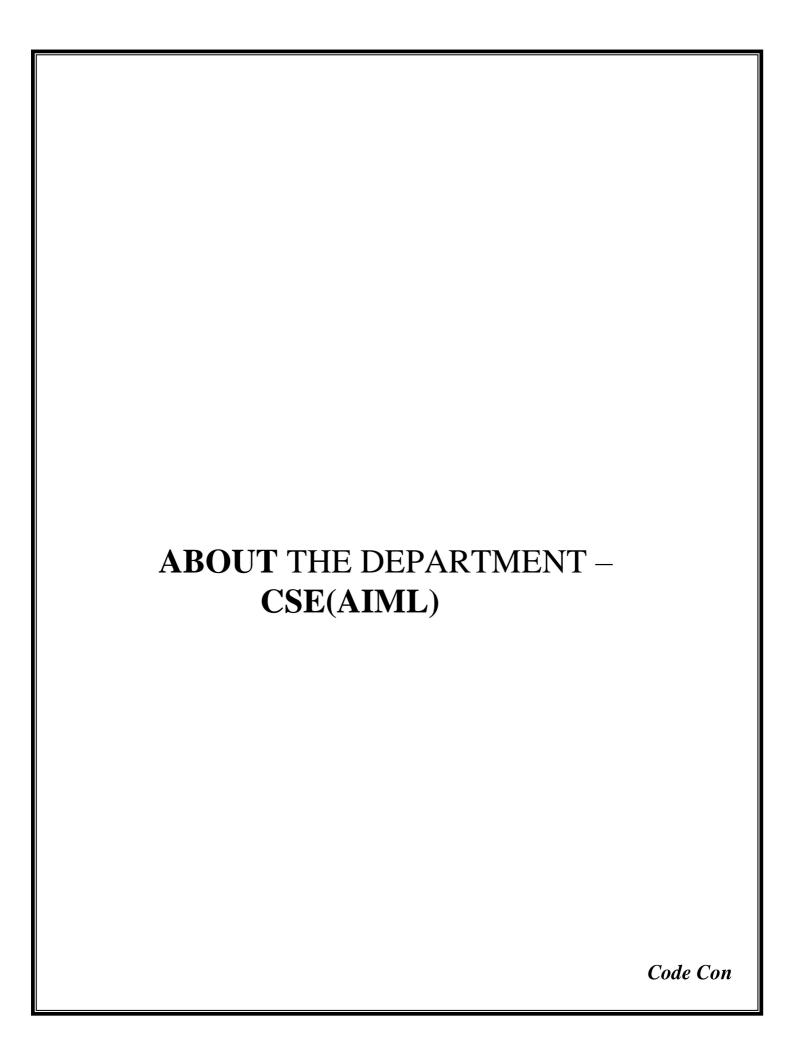


#### **ABOUT MRCE**

Malla Reddy College of Engineering (Formerly CM Engineering College) has been established under the aegis of the Malla Reddy Group of institutions in the year 2005, a majestic empire, founded by chairman Sri. Ch. Malla Reddy. He has been in the field of education for the last 22 years with the intention of spearheading quality education among children from the school level itself.

Since the beginning Mr. Malla Reddy has endeavoured to ensure quality education and carved a niche for himself by managing this group of institutions.

Malla Reddy College of Engineering has been laid upon a very strong foundation and has ever since been excelling in every aspect. The bricks of this able institute are certainly the adept management, the experienced faculty, the selfless non-teaching staff and of course the students.





#### ABOUT THE DEPARTMENT

The Department of Artificial Intelligence and Machine Learning (AI&ML) was founded in 2020 with the goal of providing high-quality higher education to as many students as possible and to satisfy the enormous need for highly trained professionals in the industry. The Department of AI&ML offers a B. Tech program in Computer Science and Engineering (Artificial Intelligence and Machine Learning). The curriculum is created to give students a firm foundation in AI and ML principles and concepts as well as practical experience in handling situations from the real world. Programming languages, computer architecture, machine learning, natural language processing, artificial intelligence, and deep learning are some of the department's core subjects. Students are continuously trained with an attitude of excellence to overcome automation challenges across all industries and provide new context and background to improve the agile process with the assistance of great laboratory facilities and well-qualified faculty members. Because of the program's interdisciplinary nature, it draws on knowledge and coursework from many different disciplines, including computer science, mathematics, and statistics. Students will have the chance to take part in research projects in addition to the required courses, both inside the department and with other departments and organizations. Students who complete the B.Tech. programme in Computer Science and Engineering (Artificial Intelligence and Machine Learning) will be well-versed in the theories and methods of AI & ML and will be qualified for employment in a range of fields and positions, including data analysis, software development, and research.



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Recognized under Section 2(f) & 12(B) of the UGC Act 1956,
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#### **INSTITUTION VISION:**

To emerge as a Center of Excellence for producing professionals who shall be the leaders in technology innovation, entrepreneurship, management and in turn contribute for advancement of society and human kind.

#### <u>INSTITUTION MISSION:</u>

- To provide an environment of learning in emerging technologies.
- To nurture a state of art teaching learning process and R&D culture.
- To foster networking with Alumni, Industry, Institutes of repute and other stakeholders for effective interaction.
- To practice and promote high standards of ethical values through societal commitment.

#### VISION OF THE DEPARTMENT

 To teach excellence education for undergraduates in the field of Artificial Intelligence and Machine Learning in the technological-embedded domain and make professionals who help the better cause of society.

#### **MISSION OF THE DEPARTMENT**

- Impart demanding training to create knowledge through the state-of-the-art ideas and skills in Artificial Intelligence and Machine Learning.
- Facilitate the students to adapt to the rapidly changing technologies by providing cutting-edge laboratories and facilities.
- Kick off the research and training, paying special attention to the essential skills of the subsequent generation's workforce.

Code Con



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#### **PROGRAM OUTCOMES (POs)**

#### **Engineering Graduates will be able to:**

- PO.1 Engineering Knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.
- Problem Analysis: Identify, formulate, review research literature, and analyze complex engineering PO.2 problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.
- PO.3 Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.
- PO.4 Conduct investigations of complex problems: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.
- Engineering Tool Usage. Create, select, and apply appropriate techniques, resources, and modern PO.5 engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.
- The Engineer and society: Apply reasoning informed by the contextual knowledge to assess societal, PO.6 health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.
- PO.7 **Ethics:** Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.
- PO.8 Individual and Collaborative Teamwork.: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
- PO.9 Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive **clear** instructions.
- Project management and finance: Demonstrate knowledge and understanding of the engineering PO.10 and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.
- PO.11 Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.



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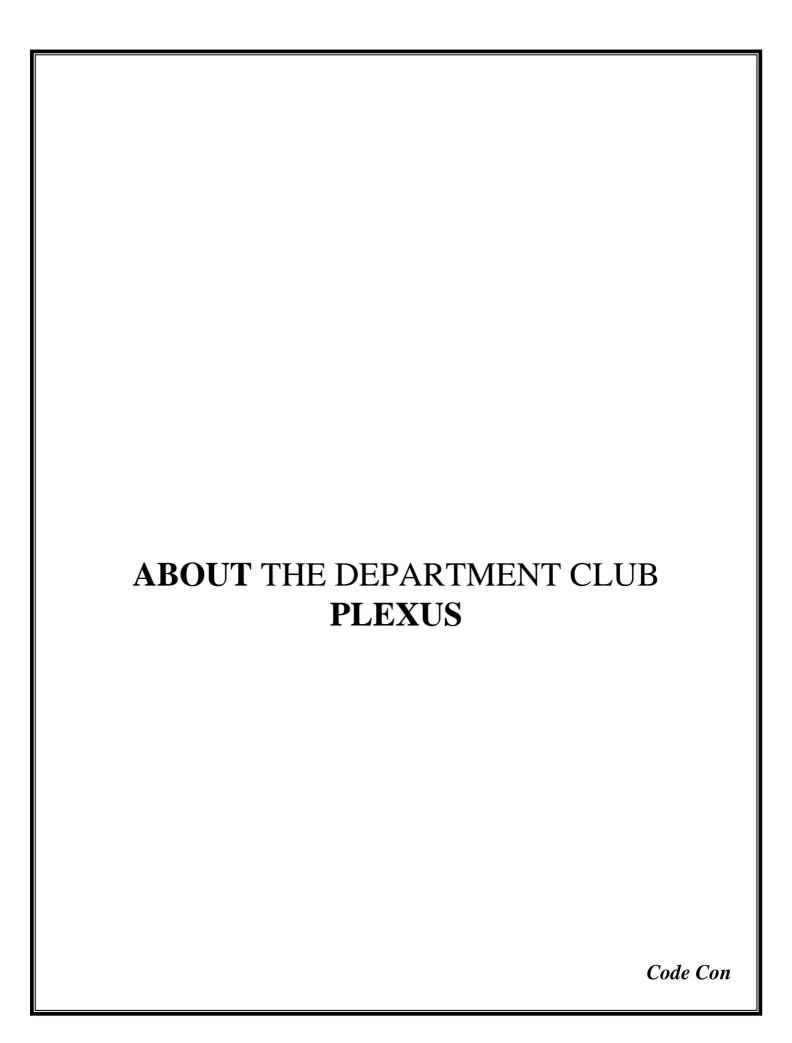


#### PROGRAM SPECIFIC OUTCOMES (PSO)

- **PSO1** An ability to apply unconventional fundamental AI technologies, to citation information and deliver knowledge to intelligent decision-making systems.
- **PSO2** An ability to grow an ethical and contemplative approach to the machine learning tools that can address complex reasoning tasks for the enhancement of society.

#### PROGRAM EDUCATIONAL OBJECTIVES (PEO)

- **PEO1** Graduates will obtain robust knowledge in the field of artificial intelligence and machine learning theory and principles for classifying, examining and solving problems.
- **PEO2** Graduates will upgrade skill to work efficiently within a squad and apply suitable practices within a skilled and ethical framework for societal needs.
- **PEO3** Graduates will pursue higher education and accomplish sustainable growth through lifelong learning and research.





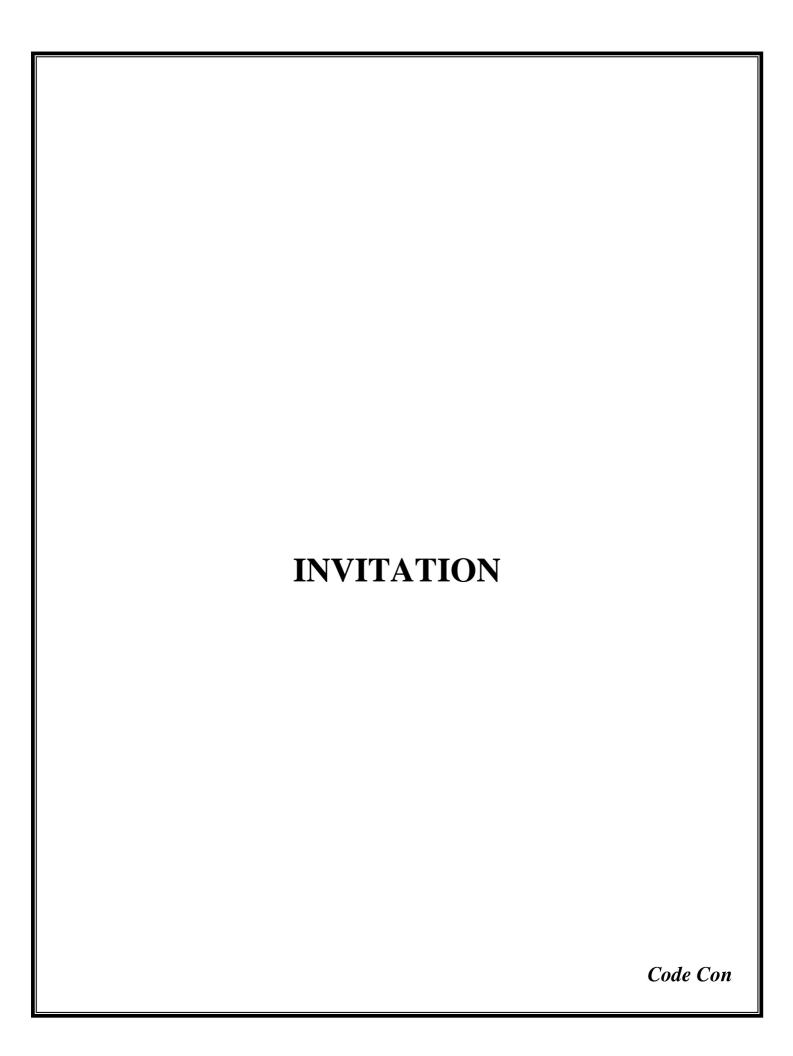
#### **ABOUT PLEXUS**

The Plexus Club envisions a dynamic, inclusive, and empowering community that nurtures the holistic development of every student. Rooted in the belief that education extends beyond the classroom, the club is committed to offering a comprehensive platform where students can explore a broad spectrum of interests — spanning technical, non-technical, creative, and athletic pursuits.

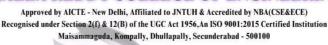
Our mission is to cultivate a vibrant environment where students are encouraged to step out of their comfort zones, unlock their potential, and actively engage in diverse opportunities. Whether it's through hands-on technical workshops, coding marathons, public speaking events, artistic showcases, sports tournaments, or leadership forums, Plexus is designed to be a space where talents are discovered, passions are pursued, and ideas come to life.

By fostering collaboration, innovation, and critical thinking, the club aims to equip students with essential skills that prepare them for both professional success and personal fulfillment. Emphasis is placed not only on academic and career-oriented growth but also on emotional intelligence, creative expression, and teamwork — qualities that define well-rounded individuals in today's interconnected world.

Ultimately, the Plexus Club aspires to be more than just an extracurricular space; it seeks to be a transformative journey. Through meaningful experiences, lasting friendships, and impactful projects, our members emerge as confident, compassionate, and competent contributors to their communities and industries.





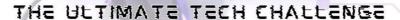






## PLEXUS TECHNICAL CLUB PRESENTS









PATRON
Dr. Maram Ashok
Principal, MRCE
CONVENER
Dr. Anantha Raman G R
Dean - IQAC & HOD - CSE(AIML)

FACULTY
CO-ORDINATOR
Mr. R Venkatesh
Assistant Professor - CSE(AIML)

STUDENT CO-ORDINATORS

Ms. Sowmya Sree K Ms. Aksheetha

Mr. Gunaranjan 85238 76837

## PROPOSAL TO PRINCIPAL

## Proposal for Conducting Tech. and Non-Tech. Events

05-05-2025 Maisammaguda

To The Principal MRCE, Maisammaguda Hyderabad

Subject: Request for Permission to Conduct Technical and Non-Technical Events

Respected Sir/Madam,

We, the members of the [CSM-FLUXUS Club Association], are planning to organize a two-day event comprising both technical and non-technical activities for the students of our institution. The event is aimed at enhancing students' knowledge, creativity, and team spirit through a mix of competitions and fun-based interactive sessions.

#### The proposed event details are as follows:

• Event Name: [CODE-CON event]

• **Date**: [17-03-2025]

• Venue: [316 Lab & Seminar Hall]

• Target Audience: Any steam Students

#### **Technical Events:**

CODE CON - CODING CONTEST

#### **Non-Technical Events:**

- DEBATE
- COMMERCIAL TIME
- WORD WEAVE
- JAM

We assure you that all necessary precautions and guidelines will be followed to ensure the smooth and safe conduct of the event. We kindly seek your approval and support to proceed with the arrangements.

We hope to receive a positive response and remain at your disposal for any further details or clarifications.

Thanking you in anticipation.

Yours sincerely, JNVS Harshaditya, President – PLEXUS Club 21Q91A6625 Final Year A

## Event Theme: "Code-Con: The Ultimate Tech Challenge"

• The theme focuses on the journey of participants through different stages of technical mastery, from trivia to time-based coding challenges, culminating in a final high-stakes conquest. It aligns with the structured rounds and competitive spirit of the event.

#### Purpose:

- To empower students to work under-pressure, to have them experience unexpected scenarios at workplaces through simulation.
- To increase domain knowledge, through quizzes and improve mastery of subjects.

#### **Event Blueprint**

#### • Syllabus - Common for all Participants

- o C-language
- o Python
- Data Structures

#### Round 1 - Tech Trivia

#### Technical quiz

- 20 Questions per member (online) Tests done by systems (in case systems are not available paper quiz will be conducted)
- o Each member of the team will participate in the quiz individually.
- Avg. score of both members will be calculated as the team avg, and will be able to qualify based on team avg.
- o At the end of the round all qualifying teams will be awarded 50 points.

O Duration: 20 min

o Round type: Elimination Round

#### Round 2 - Time Trial

#### • Time Trial:

- 1 question is given at a time at a lucky draw.
- The round is divided into two segments, first segment will consist of C lang. In which one member will participate.

- Second segment will consist of python programming, and the next member will participate, in a relay format.
- Each question is credited by points based on difficulties.

(easy-5 points, medium-10 points, hard-20 points)

- If question is exchanged -5 points
- Max Duration per segment: 45 mins
- Total Duration: 1.5 hours
- Round Type: Elimination Round

#### Round 3 - The conquest

- Code Challenge:
  - Single high difficulty question is given to each team
  - O Duration: 1 hr\*
  - Evaluation criteria: Accuracy, level of completion, Presentation, Explanation/Approach, Each Criteria will have 5 points.
  - o Total score: 20

**Registration Fee:** 150 rupees per team (Team of 2 members)

#### Eligibility:

- Participants are accepted from 2nd years & 3rd Years.
- Students from all departments can participate. (CSM, CSE, CSD, AIDS, ECE, IT)
- Should be Registered before Deadline, NO SPOT REGISTRATIONS.
- Team should have 2 members.

#### **Tech Stack & Resources:**

- Python
- C Language

#### **Registration Details:**

Registration Link:

Deadline to Apply: 14th March 2025

Team Size: 2 members per team

#### Prizes & Rewards:

1st Place: (Certificate of Achievement & Cash Prize).

• 2nd Place: (Certificate of Achievement & Cash Prize).

Participation certificate will be given to all the participants.

• Internship opportunities will be provided for top 10 performers.

Real-time projects will be allocated to the top performers.

#### **Event Schedule:**

#### Date: 17th March 2025

Time	Activity
10:00 am	Opening Ceremony
10:10 to 10:30 am	Commencement of round 1
10:30 to 10:50 am	Evaluation of round 1
10:55 am	Announcement of qualified teams
11:00 am to 12:30 pm	Commencement of round 2
12:30pm to 12:50 pm	Evaluation of round 2
1:20 pm	Announcement of qualified teams
2:00 pm to 3:00 pm	Commencement of round 3
3:00 pm to 4:00pm	Evaluation of round 3

Date: 18th March 2025

Time	Activity
18 march,2025 morning*	Closing ceremony

## Expected No. Of participants:

• 100 Students (50 Teams)

#### Mentors & Judges:

TBD

Platform: VS Code/Leetcode

## Assigned Roles and Responsibilities:

Registration: Siddappa, Mahesh, Praveen

Advisors: Sowmya, Mounika, Aksheetha

Organizers: Lipika, Juhitharamya

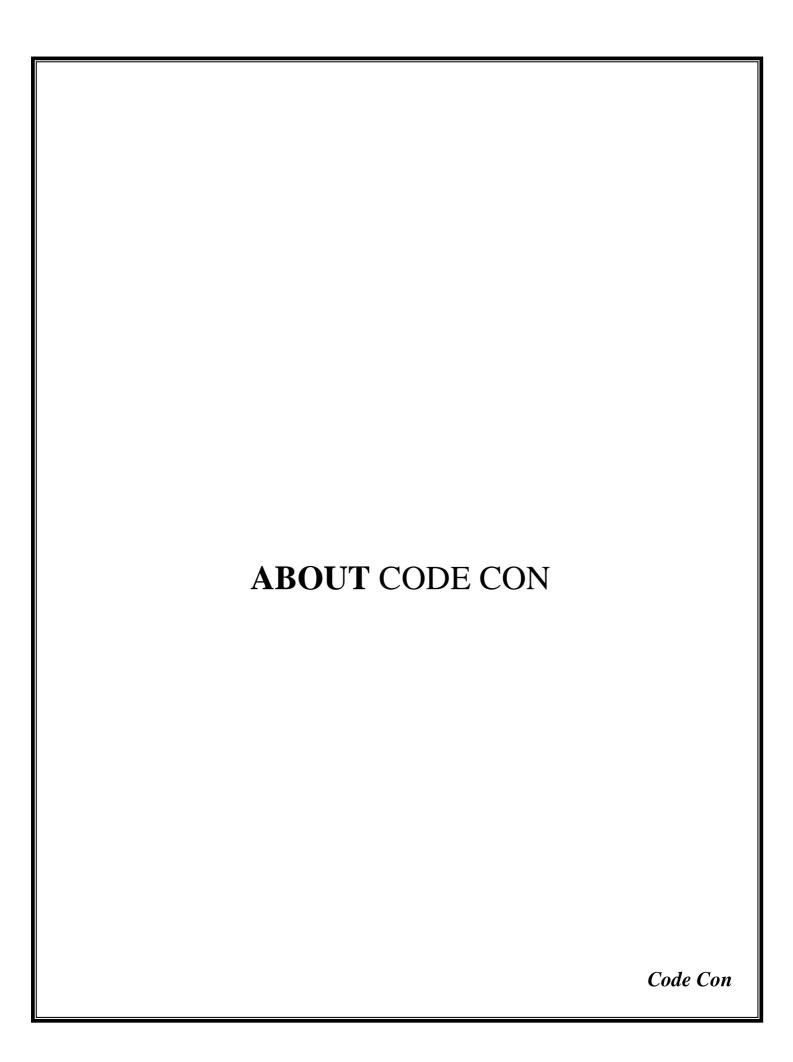
Technical Help: Gunaranjan, Sharan, Taaha

Volunteers: Ramya, Bharathidevi, Anusha, Lokesh

#### **Benefits of Participation:**

- 1. Improved Problem-Solving Skills
- 2. Enhanced Coding Speed
- 3. Learning New Algorithms and Data Structures
- 4. Building a Strong Portfolio
- 5. Teamwork and Collaboration
- 6. Developing Perseverance and Patience
- 7. Exposure to Real-World Situation
- 9. Fun and Motivation

MALLA REDDY COLLEGE OF ENGG Maisammaguda, Dhulapally Post, Kompally, Secunderabad - 500 100. (T.S.)



#### ABOUT THE CODE-CON

The CODE-CON event, organized by the Plexus Technical Club at Malla Reddy College of Engineering on 17th March 2025, attracted a diverse group of participants eager to showcase their coding skills. The event began with a welcome address by Dr. Maram Ashok, the Principal of MRCE, who stressed the importance of technical competitions in developing critical thinking, problem-solving, and teamwork. Dr. Anantha Raman G R, Dean of IQAC and HOD of CSE (AI & ML), also emphasized the growing role of artificial intelligence and machine learning in today's tech-driven world.

#### **Rounds Overview**

The competition was structured into three rounds, testing different aspects of technical and programming expertise.

#### **Round 1: Tech Trivia**

- Each participant was given **20 multiple-choice questions** (MCQs) covering topics from programming, AI/ML, and general computer science concepts.
- The questions varied in difficulty, ensuring a thorough assessment of each student's fundamental knowledge.
- The students had to answer the questions within a **fixed time limit**, adding an element of pressure to simulate real-world problem-solving conditions.
- The atmosphere was intense, with participants carefully analyzing each question before selecting their responses.
- Some students quickly answered questions they were confident about, while others took more time to carefully eliminate incorrect choices before finalizing their answers.
- Many participants engaged in strategic thinking, attempting to balance speed with accuracy.
- Based on the marks obtained, all students successfully crossed the PAR score and qualified for the second round.

#### **Round 2: Time Trial**

- In this round, students had to pick coding problems from a bowl containing three levels of difficulty: Easy, Medium, and Difficult.
- The scoring system was structured as follows:

Easy Question: 5 marks
 Medium Question: 10 marks
 Difficult Question: 20 marks

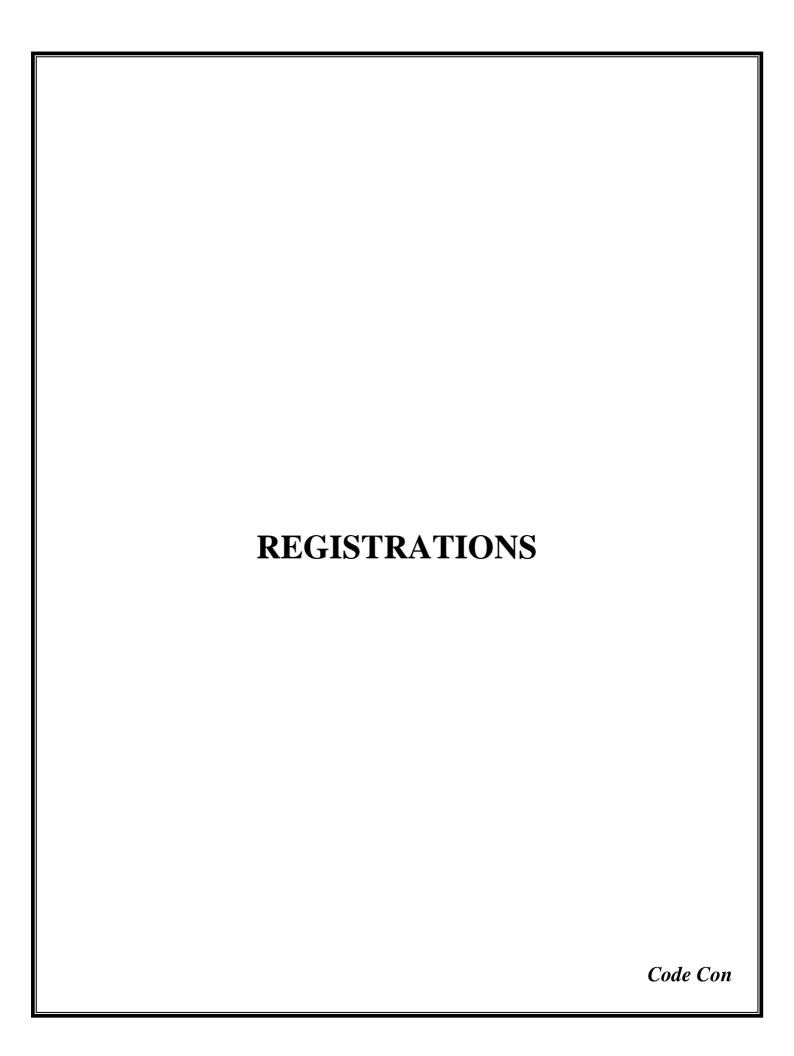
- Each participant was given the freedom to select questions based on their confidence level and strategy.
- Some students aimed for a steady accumulation of points by solving easier problems, while others took risks with harder problems to maximize their score.
- The participants showcased their problem-solving skills, optimizing time and logic to solve the questions efficiently.
- The room was filled with an air of concentration as participants tackled problems with logical approaches and time management strategies.
- As the round progressed, excitement built up as students pushed themselves to solve as many problems as possible within the given time limit.
- At the end of Round 2, the top 8 teams with the highest scores qualified for the final round

Code Con

(Round 3).

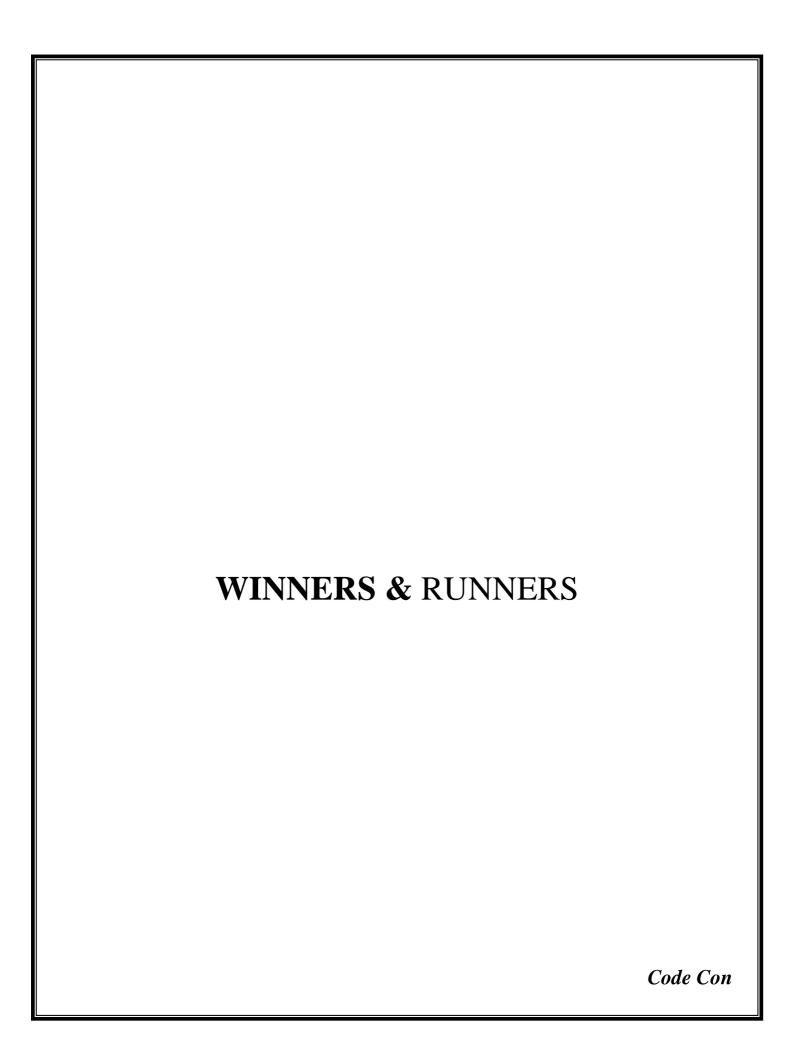
#### **Round 3: The Conquest (Final Round)**

- The final round was the most challenging, designed to test the **data structures and algorithms** (DSA) skills of the participants.
- Each of the **top 8 teams** was given **one high-difficulty problem** to solve.
- The evaluation criteria included the efficiency of the algorithm, the logic used, and the time taken to arrive at the solution.
- The teams had to work under extreme pressure, as only the best logical approach would earn them a top spot in the competition.
- Participants meticulously planned their solutions, writing optimized code while ensuring accuracy.
- The final round witnessed intense competition, as teams aimed to achieve the best execution time while maintaining correctness.
- The final evaluation was conducted in the presence of esteemed dignitaries:
  - o Prem Sir (TPO)
  - o Dr. V. Vivekanandhan (Dean of IIIC & R&D)
  - o Dr. Raju Sir
  - o Dr. Shanthi Latha Mam
  - o Dr. G R Anantha Raman Rathinam (HOD-CSE(AI&ML))
- The panel assessed the performance of each team based on their timestamps and logic implementation.
- After thorough evaluation, the final marks were aggregated, determining the winners and runners-up.



## TEAM WISE PARTICIPANTS

S.NO	TEAM MEMBER 1	TEAM MEMBER 2
1	Chintakunta Akshitha	Gantala Gayathri Devi
2	Mandala Bhuvan	Baggi Rishika
3	K Karthik	Nithin
4	Jahnavi Mangaraju	Rupesh
5	G Tarun	Utkarsh Burgupelli
6	Narender	Keshava Reddy
7	A Tharun	Pallavi A
8	Ankalla Devanand	Virendra
9	K Deekshitha	Chandrakala B
10	D Midhilesh	K Saketh Reddy
11	T Yashwanth	Lande Aishwarya
12	Yadav Praveen	A Sai Teja
13	Swasthik Laxman	Tharun Sheelam
14	Madhav	Karthik
15	Allem Rithvik Reddy	Bojja Arjun
16	Ankita	Akhil
17	T Laxman	Rahul Kumar Dasari
18	Asish Kakarla	Mercy Jangam
19	Deepika Ellulla	Gajula Nikhil
20	Sunka Vijetha	Poojitha Annaram
21	Anjali Pradhan	Dasari Renuka
22	Pagidipalli Jayasri	Basaraju Vaishnavi
23	Dasari Kalyan	Arif Shaik
24	Sangamesh	Ram Charan
25	K Sruthi	K Sriya



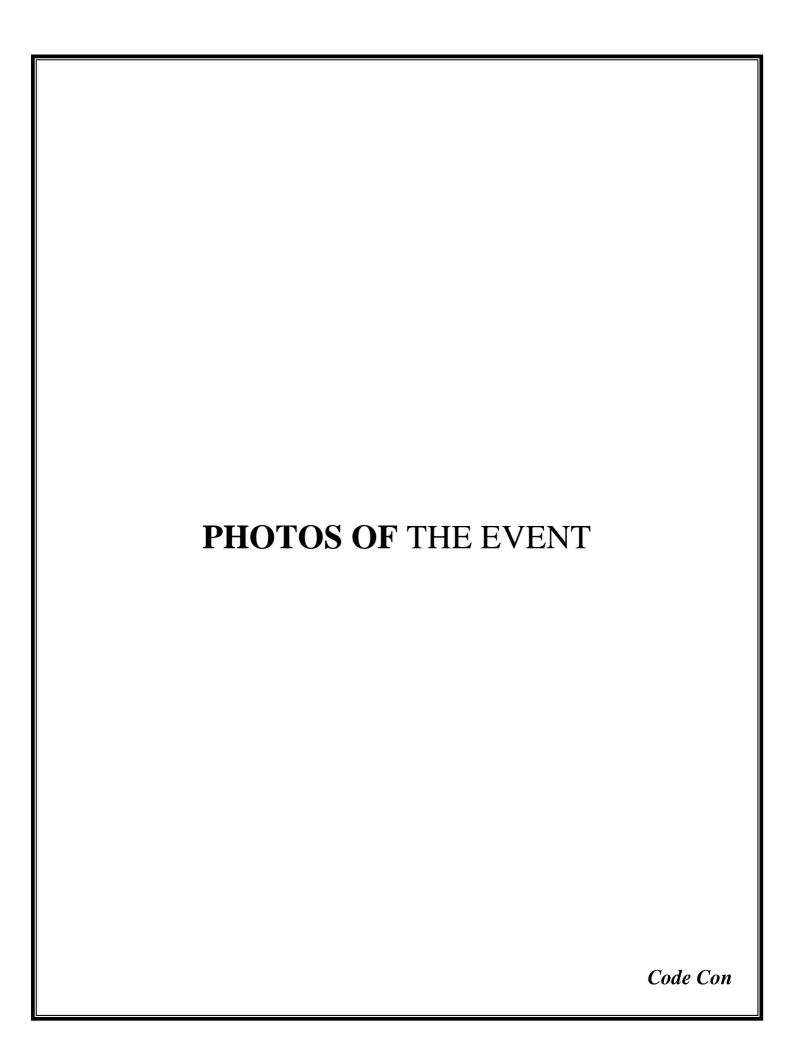


**WINNERS** - Sangamesh & Ram Charan, CSD – A 2<sup>nd</sup> year



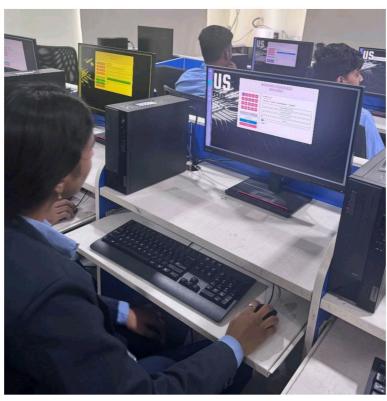
**RUNNERS** – K Sruthi & K Sriya, AIDS – A 3<sup>rd</sup> year

Code Con



















#### "CODE CON"

Successfully organised and completed with support of Chief Patron, Patrons, Convenor, Co-

Convenors, Organising Secretaries, Staff Coordinators and Student Coordinators

Signature

Patron/ Principal

BEDDY COLLEGE OF ENG.

Convenor

Maicarproadida, Dhulapally Post.

Co-Convenors

Organising Secretary

Havehr

Staff Coordinators

March

Student Coordinators

Juin

