



# Kristu Jayanti College

**AUTONOMOUS** Bengaluru

Reaccredited A++ Grade by NAAC | Affiliated to Bengaluru North University



## DEPARTMENT OF COMPUTER SCIENCE [PG]

PROUDLY

PRESENTS

### NATIONAL INTERCOLLEGIATE IT FEST

ATTRACTIVE  
CASH  
PRIZE



8<sup>TH</sup> [ONLINE] AND 9<sup>TH</sup> FEBRUARY 2024

HACKATHON SPONSORED BY :





# REGISTRATION

## INDIVIDUAL PARTICIPANTS

Registration Fee of Rs 400 /- to participate in any number of events

## TEAM PARTICIPANTS

Registration Fee of Rs 4200 /- to participate in any number of events

### TEAM OF 8-12

Registration Fee of Rs 3000 /- to participate in any number of events

### TEAM OF 13-15

Registration Fee of Rs 4200 /- to participate in any number of events





# KRISTU JAYANTI COLLEGE

**Kristu Jayanti College, founded in 1999, is managed by "BODHI NIKETAN TRUST", formed by the members of St. Joseph Province of the Carmelites of Mary Immaculate (CMI).**

**The institution strives to fulfill its mission to provide educational opportunities for all aspiring young people to excel in life by developing academic excellence, fostering values, creating civic responsibility, inculcating environmental concern and building global competencies in a dynamic environment.**

**The College is affiliated to Bengaluru North University and is reaccredited with grade 'A++' in 2021 by NAAC in the Third Cycle of Accreditation. The college is recognized by UGC under the category 2(f) & 12(B). The College has been accorded Autonomous Status since 2013 by the University Grants Commission, the Government of Karnataka & Bangalore University.**



**In the NIRF 2023 colleges rankings, the college was placed among the top 100-150 colleges in the country and ranks as one of the five colleges from Karnataka. The programmes of School of Management are internationally accredited by the Accreditation Council for Business Schools and Programs [ACBSP, USA]. The college was accorded 'DBT Star College status under the strengthening component' by the Department of Biotechnology, the Ministry of Science & Technology and the Government of India. The institution received first prize at the National Level for 'Clean and Smart Campus Award' from Shri. Dharmendra Pradhan, Minister of Education, Govt. of India.**

**In the India Today - MDRA survey 2023, Kristu Jayanti College, Bengaluru is consecutively ranked as the Best Emerging College of the Century at National Level for Commerce, Science, Arts and Social Work. At the National level, the survey ranked the college as 4th Best in BCA, 12th Best in MSW, 20th Best in Arts, 21st Best in BBA, 22nd Best in Commerce, 28th Best in Science and Mass Communication Programmes. The College is ranked as 2nd best in MSW, 3rd best in Commerce, Arts & BCA, 4th best in Science, 6th best in Mass Communication and 7th best in BBA programmes among the colleges in Bengaluru**







# Shells

2024

DIGITAL HORIZON - UNLEASHING TECH FRONTIERS

**SHELLS 2024, a National Level Inter-Collegiate IT Fest, is a Two-day event that is a fusion of technology and accomplishments. It is conducted by the Department of Computer Science [PG] to prepare its students to become future leaders by providing them excellence through education, exposure, and experience. Come, exhibit your ability and technical expertise and discover your inner potential by participating in the 5 technical and 3 non-technical events.**

**We hope to see you at SHELLS 2024!**





# DIGITAL HORIZON - UNLEASHING TECH FRONTIERS

**Attention tech enthusiasts! Brace yourselves for an exhilarating experience at Shells 2024, the flagship college fest meticulously organized by the Department of Computer Science PG at Kristu Jayanti College.**

**Embark on a journey into the cutting-edge realm of technology, where the latest and greatest advancements await your exploration. Picture this: artificial intelligence and robotics taking center stage, offering you a firsthand encounter with the innovations shaping our future.**

**But that's just the tip of the iceberg! Shells 2024 promises a plethora of technical events designed to ignite your passion, from adrenaline-pumping coding competitions to intense gaming tournaments.**

**Yet, Shells 2024 is more than just a showcase of tech marvels; it's a unique opportunity to connect with kindred spirits. Immerse yourself in the wisdom of industry experts, gaining insights into the forefront of technological progress. Feeling bold? Seize the chance to flaunt your skills and vie for phenomenal prizes.**

**Don't let this moment slip through your fingers! Join us in building a forward-thinking community that revels in the limitless possibilities of technology. Shells 2024 awaits your presence — a convergence of inspiration, amazement, and the boundless potential that technology brings! Get ready to be captivated by the future at Shells 2024!**





# GENERAL GUIDELINES

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**1**

**Any student pursuing postgraduate in computer science, data science, information technology or related fields can participate.**

**2**

**All participants are requested to get a permission letter from their respective institutions along with their ID cards to participate in the event.**

**3**

**Participants are requested to register through the website.**

**4**

**Students are required to follow the decorum of the event. Failing to adhere would lead to disqualification.**

**5**

**Participants are advised to clarify their doubts with the respective event coordinators before the event.**

**6**

**Participants are expected to be in a formal dress code.**

**7**

**Participants are requested to be present at the venue of their events 15 minutes before the event starts.**

**8**

**If eliminated, participants are welcome to participate in other events, keeping the time constraints in mind.**

**9**

**People participating in IT Manager cannot participate in other events.**

**10**

**Participants will be held responsible for any damage to Kristu Jayanti property.**



# EVENTS



## TECHNICAL EVENTS



CYBER CENTURIAN  
IT MANAGER



TECHNOTREK  
IT QUIZ



BINARY BLITZ  
CODING & DEBUGGING



DIGITAL TAPESTRY  
DESIGNING[UI/WEB]



BIT-QUEST  
HACKATHON

GUNSLINGER GALA  
GAMING

DUELLING DIRECTOR  
VIDEOGRAPHY

PIXEL PURSUIT  
TREASURE HUNT



## NON-TECHNICAL EVENTS





# CYBER CENTURION

IT MANAGER

## Rules & Regulations



### 1. EVENT TYPE:

- CYBER CENTURION (IT MANAGER) IS AN INDIVIDUAL EVENT.

### 2. COLLEGE PARTICIPATION LIMIT:

- MAXIMUM OF 2 PARTICIPANTS ALLOWED FROM EACH COLLEGE.

### 3. EXCLUSIVE PARTICIPATION:

- CANDIDATES PARTICIPATING IN CYBER CENTURION CANNOT TAKE PART IN ANY OTHER EVENTS.

### 4. MALPRACTICE POLICY:

- ANY FORM OF MALPRACTICE WILL RESULT IN IMMEDIATE DISQUALIFICATION.

### 5. PUNCTUALITY REQUIREMENT:

- PARTICIPANTS MUST ASSEMBLE AT THE RESPECTIVE VENUES 10 MINUTES PRIOR TO THE EVENT.

### 6. ID CARD MANDATORY:

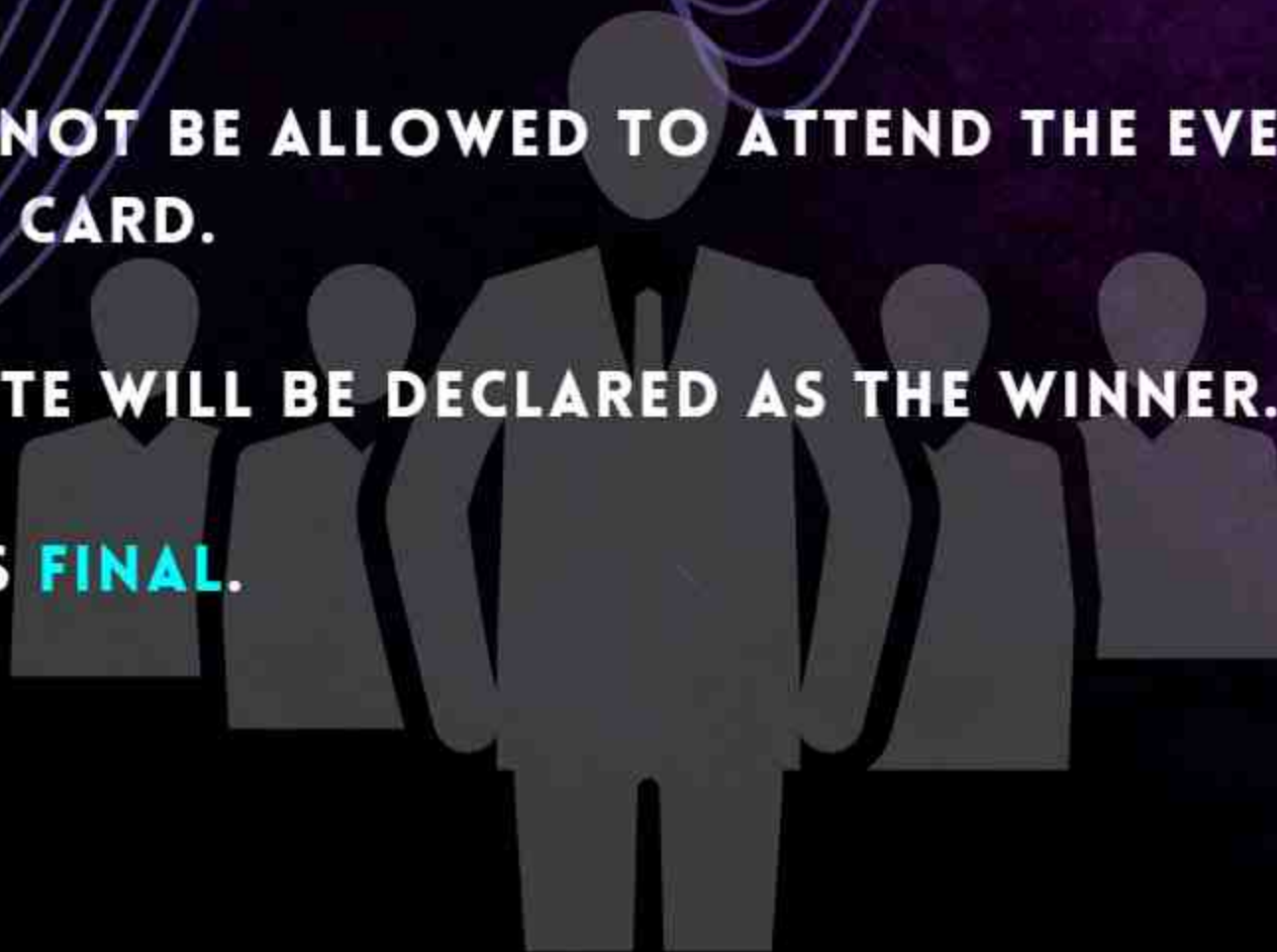
- PARTICIPANTS WILL NOT BE ALLOWED TO ATTEND THE EVENT WITHOUT PRESENTING A VALID COLLEGE ID CARD.

### 7. SINGLE WINNER:

- ONLY ONE CANDIDATE WILL BE DECLARED AS THE WINNER.

### 8. JUDICIAL AUTHORITY:

- JUDGES' DECISION IS FINAL.





# TECHNO TREK

IT QUIZ

## Rules & Regulations

### 1. GROUP PARTICIPATION:

- GROUP EVENT; MAXIMUM TWO TEAMS PER COLLEGE.

### 2. TEAM COMPOSITION:

- EACH TEAM CONSISTS OF TWO MEMBERS; INDIVIDUAL PARTICIPATION NOT ALLOWED.

### 3. DISQUALIFICATION CRITERIA:

- TEAMS UNABLE TO PROVIDE TWO MEMBERS IN ANY ROUND WILL BE DISQUALIFIED.

### 4. MALPRACTICE PROHIBITION:

- STRICT PROHIBITION ON MALPRACTICE; TEAMS FOUND ENGAGING IN MALPRACTICE WILL BE DISQUALIFIED.

### 5. JUDICIAL AUTHORITY:

- JUDGES' DECISION IS FINAL.

### EVENT ROUNDS:

- ROUND 1: PRELIMINARY (APTITUDE):
  - ASSESSMENT OF PARTICIPANTS' APTITUDE.
- ROUND 2: FINAL ROUND



# BINARY BLITZ

CODING/DEBUGGING

## Rules & Regulations

### 1. INDIVIDUAL EVENT (CODING AND DEBUGGING):

- INDEPENDENT CODING EVENT WHERE PARTICIPANTS COMPETE INDIVIDUALLY.

### 2. NO COLLEGE RESTRICTION:

- NO LIMIT ON THE NUMBER OF PARTICIPANTS FROM EACH COLLEGE.

### 3. FAIR PLAY POLICY:

- STRICT PROHIBITION ON MALPRACTICE, INCLUDING PLAGIARISM OR UNAUTHORIZED ASSISTANCE, LEADING TO IMMEDIATE DISQUALIFICATION.

### 4. PUNCTUALITY MATTERS:

- PARTICIPANTS MUST ASSEMBLE AT THE RESPECTIVE VENUES AT LEAST 15 MINUTES BEFORE THE EVENT STARTS. LATECOMERS RISK DISQUALIFICATION.

### 5. COLLEGE ID REQUIREMENT:

- VALID COLLEGE ID CARD PRESENTATION IS MANDATORY FOR EVENT ENTRY. WITHOUT IT, ENTRY MAY BE DENIED.

### 6. JUDICIAL AUTHORITY:

- JUDGES' DECISIONS ARE **FINAL**.

### EVENT ROUNDS:

#### • ROUND 1: PRELIMINARY (APTITUDE):

- EVALUATION OF PARTICIPANTS' APTITUDE.

#### • ROUND 2: FINAL ROUND (CODING AND DEBUGGING):

- IN-DEPTH CODING AND DEBUGGING CHALLENGE FOR QUALIFIED PARTICIPANTS.



## DIGITAL TAPESTRY

WEB DESIGN

### Rules & Regulations

#### 1. TEAM FORMATION:

- GROUP EVENT WITH 2 PARTICIPANTS PER TEAM FROM EACH COLLEGE.

#### 2. TEAM LIMIT:

- NO RESTRICTION ON THE NUMBER OF TEAMS FROM EACH COLLEGE.

#### 3. INTERNET ACCESS:

- NO PROVIDED INTERNET ACCESS DURING THE EVENT.

#### 4. SCORING SYSTEM:

- WINNER DETERMINED BASED ON THE FINAL SCORE.

#### 5. JUDICIAL AUTHORITY:

- JUDGES' DECISION IS **FINAL**.

#### EVENT ROUNDS:

- ROUND 1 – APTITUDE:
  - EVALUATION OF PARTICIPANTS' APTITUDE.
- ROUND 2 – STATIC AND DYNAMIC DESIGN:
  - PREREQUISITES: HTML, CSS, JAVASCRIPT.
  - PLATFORM: VSCODE.



# BIT-QUEST

INNOVATION

## Rules & Regulations

### 1. TEAM COMPOSITION:

- BIT-QUEST IS A TEAM EVENT, WITH A MINIMUM OF TWO AND A MAXIMUM OF THREE PARTICIPANTS ALLOWED, ALL FROM THE SAME INSTITUTION.

### 2. EVENT STRUCTURE:

- THE COMPETITION CONSISTS OF THREE CONSECUTIVE ROUNDS: PROBLEM ANALYSIS, PROTOTYPE DESIGN, AND SOLUTION PRESENTATION.

### 3. PROBLEM STATEMENT RELEASE:

- THE PROBLEM STATEMENT MAY BE SHARED EITHER TWO DAYS BEFORE OR ON THE DAY OF THE EVENT ITSELF.

### 4. PERIPHERAL DEVICE REQUIREMENT:

- TEAMS REQUIRING EXTERNAL PERIPHERAL DEVICES (E.G., ARDUINO, RASPBERRY PI) FOR SOLUTION IMPLEMENTATION MUST BRING THEM INDIVIDUALLY, AS NO DEVICES WILL BE PROVIDED BY THE AUTHORITIES.

### 5. PARTICIPANT RESPONSIBILITY:

- DEVICES BROUGHT BY TEAMS ARE THEIR RESPONSIBILITY, AND THE AUTHORITIES ARE NOT LIABLE FOR ANY LOSS OR DAMAGE TO PERSONAL BELONGINGS.

### 6. EVENT DURATION:

- THE EVENT SPANS A FULL DAY, AND PARTICIPANTS MAY NOT HAVE THE OPPORTUNITY TO ENGAGE IN OTHER EVENTS RUNNING CONCURRENTLY WITH BIT-QUEST.

### 7. JUDICIAL AUTHORITY:

- JUDGES' DECISIONS ARE FINAL.



## Rules & Regulations

### 8. TEAM ATTENDANCE:

- ALL REGISTERED TEAM MEMBERS MUST BE PRESENT WITH THEIR RESPECTIVE TEAMMATES ON THE EVENT DAY TO AVOID CONFLICTS

### 9. SPONSORSHIP AND PRIZES:

- BIT-QUEST IS A SPONSORED PROGRAM, AND WINNERS WILL BE AWARDED CASH PRIZES UPON SUCCESSFUL COMPLETION.

### 10. REGISTRATION CONDITIONS:

- ONCE REGISTERED, LAST-MINUTE CHANGES WILL NOT BE ALLOWED.

#### 1. INTERNET AND RESOURCE USAGE:

- USAGE OF THE INTERNET OR ANY OTHER EXTERNAL RESOURCES ON THE FINAL DAY OF THE EVENT IS STRICTLY PROHIBITED.

#### 2. COMMUNICATION OF CHANGES:

- ANY CHANGES OR REQUIRED ASSISTANCE MUST BE COMMUNICATED TO COORDINATORS BEFORE THE FINAL EVENT WITH PROPER REASONING AND ADHERENCE TO THE CODE OF CONDUCT.

### EVENT SCHEDULE:

- PRELIMS ROUND (ONLINE) - 08TH FEBRUARY:
  - THE PRELIMINARY ROUND WILL BE CONDUCTED ONLINE.
  - PROBLEM IDENTIFICATION AND PROTOTYPE DESIGN
- FINALS ROUND (ON-PREMISES) - 09TH FEBRUARY  
SOLUTION DEMO/IMPLEMENTATION AND PRESENTATION



## CUNSLINGER GALA



GAMING

### Rules & Regulations

#### 1. ONLINE CONDUCT:

- THE EVENT WILL BE CONDUCTED ONLINE [EXCEPT FOR GRAND FINALS].

#### 2. ELIGIBILITY:

- PARTICIPANTS MUST BE STUDENTS FROM THE SAME INSTITUTE.

#### 3. ELIMINATION ROUNDS:

- EACH ROUND WILL SERVE AS AN ELIMINATION PHASE, NARROWING DOWN THE PARTICIPANTS.

#### 4. DECISION AUTHORITY:

- THE MODERATORS' DECISIONS THROUGHOUT THE EVENT ARE CONSIDERED FINAL.

#### 5. FAIR PLAY POLICY:

- CHEATING AND DISRESPECTFUL BEHAVIOR ARE STRICTLY PROHIBITED AND MAY RESULT IN DISQUALIFICATION.

#### 6. SINGLE WINNER:

- ONLY ONE TEAM WILL BE DECLARED AS THE OVERALL WINNER.

#### 7. JUDICIAL AUTHORITY:

- JUDGES' DECISION IS FINAL.

#### 8. REGISTRATION WILL BE CLOSED 4 DAYS PRIOR TO THE PRELIMS ROUND

#### EVENT SCHEDULE:

- ROUND 1 - PRELIMS (ONLINE) - 08TH FEBRUARY (DATES MIGHT DIFFER DEPENDING ON THE PARTICIPENTS NUMBER):
  - THE PRELIMINARY ROUND WILL BE CONDUCTED ONLINE.
- ROUND 2 - FINALS (ON-PREMISES) - 09TH FEBRUARY:
  - THE FINAL ROUND WILL TAKE PLACE ON THE PREMISES, BRINGING TOGETHER THE TOP PARTICIPANTS FOR A FACE-TO-FACE COMPETITION.



## QUELLING DIRECTOR

REC

VIDEOGRAPHY

### Rules & Regulations

#### 1. INDIVIDUAL PARTICIPATION:

- PARTICIPANTS ENGAGE IN THE EVENT INDIVIDUALLY.

#### 2. TEAM SIZE LIMITATION:

- TEAMS ARE RESTRICTED TO A MAXIMUM OF 2 PARTICIPANTS.

#### 3. THEME ANNOUNCEMENT:

- THE EVENT'S THEME WILL BE REVEALED AT THE COMMENCEMENT OF THE ACTIVITY.

#### 4. ORIGINAL FOOTAGE REQUIREMENT:

- ALL VIDEO CONTENT MUST BE ORIGINAL, AND PARTICIPANTS ARE NOT ALLOWED TO USE EXTERNAL SOURCES.

#### 5. VIDEO DURATION LIMIT:

- VIDEOS SHOULD NOT EXCEED A MAXIMUM DURATION OF 3 MINUTES.

#### 6. ORIENTATION REQUIREMENT:

- VIDEOS MUST BE RECORDED IN LANDSCAPE ORIENTATION.

#### 7. SUBMISSION CRITERIA:

- TIMELY SUBMISSIONS AND VIDEOS THAT ALIGN WITH THE ANNOUNCED THEME WILL BE CONSIDERED.

#### 8. DRONE PROHIBITION:

- THE USE OF DRONES IS STRICTLY PROHIBITED DURING THE EVENT.

#### 9. JUDICIAL AUTHORITY:

- DECISIONS MADE BY THE JUDGES ARE **FINAL**.

OUR ESTEEMED JUDGE  
**Mr. Albert Ajay**





# PIXEL PURSUIT

TREASURE HUNT

## RULES & REGULATIONS

### 1. GROUP PARTICIPATION:

- PIXEL PURSUIT IS A GROUP EVENT, AND EACH TEAM COMPRISES A MAXIMUM OF 4 PARTICIPANTS FROM THE SAME COLLEGE.

### 2. EVENT LIMIT:

- THE TREASURE HUNT WILL BE CONFINED WITHIN THE CAMPUS PREMISES.

### 3. TWO-ROUND STRUCTURE:

- THE EVENT CONSISTS OF TWO ROUNDS, CHALLENGING PARTICIPANTS AT DIFFERENT LEVELS.

### 4. CLUE ACQUISITION RULES:

- OBTAINING CLUES THROUGH ILLEGAL MEANS WILL RESULT IN IMMEDIATE DISQUALIFICATION.

### 5. COMMUNICATION RESTRICTIONS:

- TEAMS ARE PROHIBITED FROM COMMUNICATING WITH EACH OTHER DURING THE COURSE OF THE EVENT.

### 6. INTERNET ACCESS:

- INTERNET ACCESS WILL NOT BE PROVIDED TO PARTICIPANTS DURING THE EVENT.

### 7. SCORING SYSTEM:

- THE WINNER WILL BE DETERMINED BASED ON THE FINAL SCORE, REFLECTING SUCCESSFUL COMPLETION OF TASKS OR THE ACQUISITION OF TREASURES WITHIN THE SPECIFIED GUIDELINES.

### 8. JUDICIAL AUTHORITY:

- JUDGES' DECISION IS **FINAL**.



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[HTTPS://SHELLS.KRISTUJAYANTI.EDU.IN/](https://shells.kristujayanti.edu.in/)



 shells\_2024

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REGISTER NOW !!



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