

# Technical Event Report

## 1. Event Overview

Event Name: Codemane

Date of Event: 9 November 2025

Venue: VLTC L-107

Organized by: The Computer Science Club

In Association With: Technical Societies of MNIT

Coordinators:

Pritam Barman (2023UCP1608)

Uday Gupta (2023UAI1800)

## 2. Introduction

The Computer Science Club organized **CodeMane**, an aptitude and coding contest, as part of **Sphinx '25**, the annual technical fest of MNIT Jaipur. The event was specifically designed for students with a strong interest in **quantitative aptitude, mathematics, and machine learning**, providing them with a competitive platform to test and showcase their analytical and coding skills.

CodeMane aimed to foster logical reasoning, problem-solving, and technical excellence by presenting participants with a curated set of coding and mathematical challenges. The contest encouraged healthy competition while maintaining a structured and fair evaluation process.

Event Theme:

A competitive aptitude and coding challenge focusing on quantitative analysis, logical reasoning, and programming skills.

Objective:

The primary objective of the event was to provide a platform for students to demonstrate their quantitative and coding abilities through challenging problem statements, while promoting a culture of competitive programming and analytical thinking.

Target Audience:

The target audience included undergraduate students from various branches with interests in quantitative problem-solving, competitive programming, and machine learning.

### 3. Event Highlights

Description: .

The event was conducted on **November 9, 2025**, at **VLTC L-107** and commenced at **11:30 AM**, concluding at **1:30 PM**. Participants competed individually in a **2-hour online contest** hosted on **HackerRank**. Prior to the start, rules and regulations were clearly communicated to ensure fairness and integrity.

The contest comprised **13 problem statements** of varying difficulty levels—**easy, medium, and hard**—with multiple test cases, including hidden ones, to thoroughly assess participants' problem-solving abilities. Strict adherence to the rules was enforced, and any violations resulted in disqualification.

The event concluded with the immediate declaration of results, while prize money was scheduled to be transferred to the winners' bank accounts at a later stage.

Activities:

The event consisted of the following activities:

- Online aptitude and coding contest
- Quantitative and mathematical problem-solving
- Competitive programming on HackerRank
- Result declaration and winner recognition

Participation:

The event witnessed enthusiastic participation from students across multiple branches (around 30) , reflecting strong interest in competitive coding and quantitative challenges.

### 6. Sponsorship

Sponsorship: None

### 7. Feedback and Suggestions

Participants' Feedback:

Participants provided positive feedback regarding the difficulty level and quality of the problems. They particularly appreciated the mathematically intensive questions and the competitive environment, which allowed them to effectively test and showcase their analytical and coding skills.

#### 8. Good Quality Photos/Videos

High-quality photographs and videos were recorded and documented for future reference and promotional use



