



# REPORT OF CELESTECH'19

Technical Fest of the Department of Computer  
Science, Aryabhata College

## Abstract

TechPioneers organized its Annual Technical Fest, CELESTECH '19 on 27th February 2019, which had multiple technical as well as fun-filled events. Celestech '19 received an overwhelming response in all its events and was a magnificent success.

## **REPORT OF CELESTECH'19 (27<sup>th</sup> February 2019)**

TechPioneers, the Computer Science society of Aryabhata College, University of Delhi successfully organized their Annual Technical Fest CELESTECH '19 on 27th February 2019 which had multiple technical and fun-filled events. Celestech '19 received an overwhelming response in all its events and was a magnificent success. Over 300 students from various colleges of Univ of Delhi, IIT Delhi and DTU thoroughly enjoyed these events. The 2 photo booths saw many enjoying taking selfies.

On 28th February 2019, two technical seminars were organized:

- “Artificial Intelligence-the Double Edged Sword” by Prof. Vasudha Bhatnagar, Head, Department of Computer Science, University of Delhi
- “Environmental Hazards of e-waste”: Awareness drive by Karo Sambhav

### **OBJECTIVE**

The fest was organized with the objective

To provide a platform for the students to showcase their talent in various areas with a competitive spirit

To develop various skills of students in Co-Curricular activities and to expose them to the current trends in the technical and professional fields.

### **EVENTS**

Several innovative events were planned. The well-organized events were:

- **Quizosity** - “You know, You grow!”
- **Codathan** - “Can you code it?”
- **Junkyard Wars** - “Because junk isn’t just junk!”
- **IT Tambola** - “Fun with numbers and Tech!”
- **Unicon** - (LAN Gaming Competition)
- **CHASSE au TRESORE** (Treasure Hunt Competition)
- **One minute games**

## INAUGURATION

The fest began with the inauguration ceremony in the seminar room with the recitation of Sarasvati Vandana and lamp lightening by the Principal and department faculty. This was followed by an inspirational speech by Dr. Manoj Sinha, the Principal.



## QUIZOSITY

Quizosity, the Tech quiz competition was organised to test the knowledge as well as broaden the horizons of the students in the sphere of computer science and information technology.



The event received registrations of 30 teams from across different colleges being IIT Delhi, Delhi Technical University (DTU), Acharya Narendra Dev College, Sri Venketeshwar College, Ram Lal Anand college and many other colleges under Delhi University.



All the teams faced the preliminary round consisting of total 20 questions and then 8 teams qualified for the final round. The final round was divided into 2 sub-rounds being Infinite Bounce and Friend-Unfriend.

The top 3 teams with maximum points were awarded with cash prizes, coupons and certificates. The participants enjoyed the quiz and the event was a great success.



## CODATHON

Codathon is a competition designed to test your understanding and skills in programming and problem solving. Codathon pushes your programming expertise to its limits.

**Format:** First Round: Each team was provided with a Question Sheet consisting of 20 questions, and were asked to complete as many questions as they can in 45 minutes. Nine teams competed in the first round, out of which only seven qualified for the finals.



**Final Round:** Final round consisted of three questions out of which the participants were asked to attempt any two within a time frame of 60 minutes and a bonus time of 15 minutes if required. Teams were given the flexibility to write code in the language of their choosing out of C, C++ and python. Team with the

highest points was to win the Event. Seven teams competed in this event.

Students from various colleges participated in the event being Ram Lal Anand College, Kalindi College, Delhi Technological University(DTU), Aryabhatta College etc.



The top 3 teams with maximum points were awarded with cash prizes, coupons and certificates.

## JUNKYARD

The event focussed on testing the engineering knowledge of the participants.



The event had two phases – eliminator and finale. To participate in the event, each team were required to have at least 2 members. In order to qualify for the finale, the participants were required to pass a written test consisting of 25 MCQ questions mainly related to computer hardware. Five teams were

selected for the finale. In this round, the selected participants were asked to think reverse and assemble the CPU in the given time frame.

The event saw active participation from the students of different colleges. Some of the colleges were Acharya Nagendra Dev College, Ram Lal Anand College, Sri Venkateswara College, Aryabhatta College, etc. It was so encouraging to see students from different college coming and taking part in the event.



Another thing which is worth mentioning here is the fact that, students from different courses, apart from computer science, showed great interest in the event. It was really a booster for all.

Top 3 teams were awarded with cash prizes and coupons.

## IT TAMBOLA



Tambola is the Italian version of the Bingo. However, unlike the American version where you can make Bingo horizontally, vertically and diagonally, in Tambola, only horizontally counts.

**Format-** The tickets were provided to the participants with answers and numbers on the tickets and the questions were displayed randomly on the screen. The participants crossed the correct answers if the answers were present in their ticket.

In this event we conducted a total of two rounds, which saw 44 participants across both rounds.

Students from various colleges took participate in this event. The winners were awarded with cash prizes and coupons.



## UNICON

Lan-Gaming was a platform for students to showcase their gaming skills in three games organized by our UNICON'19 team - PUBG Mobile, FIFA 18 and Tekken 7. In total there are more than 70 participants in the event showing lots of inertia in moving this event further for the upcoming years.

In PUBG Mobile we have two tournaments, PUBG Squad and PUBG Duo. Each of having 4 Players and 2 Players in a team respectively.



Both the matches are arranged as an knockout battle. Cash prizes and coupons were awarded to the winners.

In FIFA 18 we have two fixtures for the tournament. In total there are 10 Players enrolled for the FIFA 18 which are fixtured by a knockout

series followed by a league which is for the top players. The winner was awarded a cash prize and coupons.

In Tekken 7 we have many enthusiastic players enrolled to fight against their opponent in an knockout battle. Cash prize and coupon were awarded to the winner.

## TREASURE HUNT



activity.

There were 4 rounds including the Prelims round. The Prelims round included a simple basic IQ testing Question and the top 12 teams that decoded that question in the fastest time qualified for this round. The second round was a scavenger hunt.



The third round was a Treasure hunt round. In the final round the teams were given a questionnaire. This round required students to solve the questionnaire first then they were handed over the final clue. The four teams competed in the final round. There was a display of tremendous team work and coordination among the team members. In the end it was a treat to watch the winners find the “Treasure” with huge smiles on their faces.

Top 2 teams were awarded with coupons and cash prizes.

Treasure hunts are information-based hunts, or puzzle hunts, in which teams use their collective brainpower to solve clues.

It was a time-bound activity. We saw a large participation in this event.

Eighteen teams took part in this fun

## ONE MINUTE GAMES



The event was diligently organized. The exciting one-minute games were- the Dart game, Dizzy Penalty, Lucky Wheel, Electric Fence, Tag Throw, Yank Me, Shave the Balloon and There She Blows, attracted a huge crowd. The games saw over 90 registrations from across different colleges.

## PHOTO BOOTHS

The two creative photo booths saw many enjoying taking selfies.



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