

ACM Student Chapter Excellence Awards

CCET ACM Student Chapter is the ACM student chapter of **Chandigarh College of Engineering and Technology, Sector-26, Chandigarh – 160019.**

The Chapter officers are as follows:

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About the College and ACM@CCET Student's Chapter

Chandigarh College of Engineering and Technology (CCET), is under the administrative control of the Chandigarh Administration and is affiliated to Panjab University for its degree courses.

The CCET ACM student chapter has grown by leaps and bounds in the last one year. It has organised a number of city level events along with many college level events.

These events have help students from different colleges to come together and solve a number of interesting problems. The chapter has also managed to procure sponsorships for some of the events. The number of chapter members has also been increasing steadily, with students taking a renewed interest in various activities.

Student Statistics: About 180 students take Computer Science courses in the college. The Chapter typically comprises of students taking Computer Science.

ACM@CCET Student's Chapter URL: The CCET ACM Student Chapter has its **website** on the domain <http://acm.ccet.ac.in>. The website has been developed and is maintained by Chapter members and is regularly updated.

Details of the chapter and the events are easily available on the website archive.

Outstanding Chapter Activities

The ACM@CCET Student's Chapter has successfully organized a number of events this year. These Events/Activities saw a large turnout. The Chapter has started many events like the **Come For Code**, **Technoquiz series**, **WebWinks series**, **Codathon series** and last but not the least, **BRootForce Hackathon Series**.

Come for Code- An Introductory Programming Event

63 students (Computer Science Freshmen) participated in the event.

An interactive tutorial for the development of Android Apps using MIT App Inventor. Students learnt to make simple but effective android apps. Freshmen were also introduced to ACM Student Chapter and its machinery.

Codathon: An Introductory Coding Marathon (Codathon Series)

Codathon 1.0 **42** CSE Students in teams of three had participated in the event.

It was a coding competition where the teams had to solve given problems using a programming language of their choice. A time period of 90 minutes was given to complete the task. The event ended with a discussion on new technology.

Codathon 2.0 The event saw a collaboration between CCET ACM Student Chapter and HackerEarth. The online coding platform of HackerEarth (www.hackerearth.com/codathon-2-0) was greatly appreciated by the participants and resulted in an increased participation of **60** students.

Codathon 3.0, it is the most recent and successful event in the Codathon series. It was a tri-city level event, with participation from students of all colleges of the region. It was a preliminary event for BRootForce Hackathon (Event url: www.hackerearth.com/codathon-3-0). Students of PEC University, UIET, Chitkara University and CGC tested their coding prowess to book a berth in BRootForce. A total of **240** students all over the region participated in the competition.

TechnoQuiz series involves technical quizzes in the field of Computer Science. 60 students participated in the first event. In the preliminary round, an MCQ test was used to filter out 6 teams for the final round. This round further consisted of 4 sub rounds with each sub round having its own marking and qualifying

scheme.

WEBWINKS: Wizards of Web is Quiz and web development competition on html and web designing for 1st, 2nd and 3rd year students. The intention of the event was to familiarize students with the concepts of web designing. A total of **70** students participated in the event.

BRootForce: A Developer's Hackathon has been the most ambitious event organized by the ACM@CCET student's chapter. The top 10 teams from Codathon 3.0 were eligible for BRootForce. A total of 20 students from various colleges of around the city turned up for the event. It was hosted on HackerEarth's online platform <https://brootforce.hackerearth.com> . The participants had to develop a complete software on any one of the five given themes. The themes were very interesting and had real world application. Some of the themes were Socket Programming, Mobile Application, Digital Image Processing, Artificial Intelligence and Cryptography. BRootForce was sponsored by Bull's Eye. This enabled the chapter to provide exciting prizes to the winners. All the events have been conducted free of cost and were all conducted smoothly by our energetic team.