

AMITY SCHOOL OF ENGINEERING AND TECHNOLOGY (ASET) Department of Computer Science and Engineering

Trigger Mind Club

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Event Details

S. No.	Name of Event	Type of	Date	Venue	No. of
		Event			Participants
1.	Quizzard (Online)	Coding Quiz	21 st Feb	Quizizz	74
			2024	Website	
2.	Quizzard (Offline)	Coding Quiz	22 nd Feb	E3 215	33
			2024		
3.	Leetcode	Leetcode	21 st March	E3 215	23
	Launchpad	Workshop	2024		
		(Beginner)			

1. Quizzard Online REPORT

Event name

Quizzard – A beginner level Online quiz.

About the event

The event was organized under the **Trigger Mind Club** in association with the Department of Computer Science and Engineering and was attended by a competent crowd on 21st February 2024 (Online event).

"Quizzard" intended to be an engaging and stimulating experience, providing participants with an opportunity to showcase their knowledge and skills in a friendly yet competitive environment.

Description of the proceedings of the event

• On 21st February 2024 was held the Online Quizzard event. This was quite exciting for the students to get hold of their screens and brainstorm to crack the MCQ's presented to them based on C and C++ language.

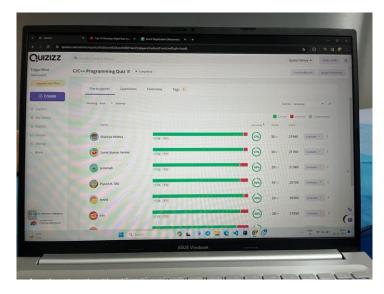
The winners of the event were Mansvi Jain, Irin and Jemimah George.

Topics Covered:

- Clanguage
- C++ language

Snaps of the Quizzard:





				67% Cos Activity		
	40 / 62 done		Leaderboard	Questions	Show only top 5	-
2	Rank	Name	Score		show drig top's	
	1 🔘	Shaurya Mishra	21940	♦ 12	×	-
	2 🥥	Irin	21850	▲ B	×	
	3 🥥	Sumit Kumar Verma	21760	0	×	
	4 📀	Jemimah	21380	0 7	×	
	5	Piyush R. 356	20700	¢5	×	(<u>Â</u> 🔍
	6	Arshil	20560	<u>ه</u> ک	× -	1828
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2. Quizzard Offline REPORT

Event name

Quizzard – A beginner level quiz.

About the event

"Quizzard" intended to be an engaging and stimulating experience, providing participants with an opportunity to showcase their knowledge and skills in a friendly yet competitive environment.

Description of the proceedings of the event

On 22nd February 2024 was held the Offline Quizzard event. A thrilling and student interactive event embarked the beginning of the event with 11 teams consisting of 3 students each seated in their respective sequence.

The 11 teams that were a part of this thrilling event were:

- 1) Pointer pros
- 2) Byte busters
- 3) Class champs
- 4) Constructor coders
- 5) Logic lords
- 6) Virtual Kings
- 7) Namespace Ninjas
- 8) Overriders
- 9) Loop Legends
- 10) The exceptionals
- 11)Boolean Boss

There were 3 rounds of Quizzard:-

1. Buzzer Round

Questions were posed to the teams and the team hitting the buzzer at the earliest got an opportunity to answer the question. 2 teams were eliminated in Round 1. This round clocked 30 minutes to complete and we jumped to the round 2 of Quizzard.

2. <u>Time Kill</u>

The challenge was designed to test both speed and accuracy of the teams with the benchmark of answering all 20 questions relied on them.

3. Passing

The last and final round constituted on MCQ's which the teams in sequence had to answer. If the selected team would fail to guess the right answer, the question would be passed to the next team.

The winning teams of Quizzard were:

- 1. Pointer Pros
- 2. Class Champs
- **3.** Overriders

Topics Covered:

- C language
- C++ language

Snaps of the Quizzard:











3. Leetcode Launchpad REPORT

Event name

Leetcode Launchpad

About the event

The event was organized under the **Trigger Mind Club** in association with the Department of Computer Science and Engineering and was attended by a competent crowd on 21st March 2024 at 2:30pm in room no. E3- 215.

"Leetcode Launchpad" intended to be an engaging and stimulating experience, providing participants with an opportunity to learn and expand their knowledge through some experienced guidance. The Trigger Mind Club thrives to conduct such student friendly and knowledge worthy events even more as it was a great learning experience for both the students and the student volunteers.

Description of the proceedings of the workshop

- On 21st March an exciting workshop was held for students interested to learn Leetcode under the guidance of students volunteers of Trigger Mind club.
- 3 major topics were covered during the worksop:
 - 1. Palindrome
 - 2. Two sum
 - 3. Vectors
 - We came across accommodation of 30 students and each student was assisted personally to make sure the efficiency was at the peak.
 - Students were provided with e-certificates for their fruitful participation in the workshop.

Topics Covered:

• Leetcode

Posters circulated for the event:



Snaps of the Quizzard:







