Gokaraju Rangaraju Institute of Engineering and Technology

(Autonomous)

Presented By

DEPARTMENT OF INFORMATION TECHNOLOGY

Gokaraju Rangaraju
Institute of Engineering and Technology

X-KERNEL '17

annual tech fest of GRIET

Catch the exciting events on

April 7th & 8th

Organizing by Department of

Information Technology

Faculty Coordinator - Y J Nagendra Kumar (9010180199)

: xkernel.griet.ac.in

The **x-Kernel** event is an annual technical event hosted by Gokaraju Rangaraju Institute of Engineering & Technology. It hosts a pool of technical contests/competitions that enthrall the budding Engineers to test their mettle and enhance their skills to emerge out as fine professionals in their domain. Its objective is to encourage the young and vibrant engineers in developing their instant problem-solving skills and sharing innovative solutions for some of the common issues and problems. It encourages participation from different Engineering Disciplines. The event is a fine blend of practical skill development and innovative thinking along with fun that makes it enthusiastic for the participants.

This year the event was organized on **7th and 8th of April 2017** by the **Department of Information Technology** under the supervision of **Dr. Y. Vijayalata**, Professor & Head, **Mr. Y. J. Nagendra Kumar**, Convener, x-Kernel and **Mr. J. Vikas**, Student Coordinator.

Over **1600 students** stepped out from various Engineering disciplines to participate in this fellowship event. With motivation from over **50 events**, an Organizing Committee of approximately **100 Student Organizers** and a Faculty Coordinator from each Department and the cooperation from all the participants, it turned out to be a great success.

The event witnessed active participation from the Department of Computer Science Engineering, Department of Electrical and Electronics Engineering, Department of Civil Engineering, Department of Mechanical Engineering, Department of Electronics and Communication Engineering and the Department of Basic Sciences.

Mr. Y. J. Nagendra Kumar

Convener x-Kernel 2017

Gokaraju Rangaraju
Institute of Engineering and Technology

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Organizing by

Department of Information Technology

HoD - IT

Dr. Y. Vijayalata

Convener

Mr. Y. J. Nagendra Kumar

Faculty and Student Coordinators

	Department	Faculty Coordinator	Student Coordinator
1	Basic Sciences	Nazia	Saif
2	Civil Engineering	Shanthi Raj	Hrushikesh
3	Computer Science and Engineering	Padma Vijetha	Sainath
4	Electronics and Communication Engineering	Uma	Aparajitha
5	Electrical and Electronics Engineering	Anil	Aatish
6	Information Technology	Nagendra Kumar	Vikas
7	Mechanical Engineering	Prabhu Teja	Praveen

Total Participants = 1600 (Approx)

SNo	Name of the Department	Number of Events
1	IT	15
2	CSE	12
3	ECE	6
4	EEE	4
5	MECH	3
6	CIVIL	2
7	First Year (BS)	8
Total		50

Excel in maximal

Triumph in x-Kernel

Gokaraju Rangaraju
Institute of Engineering and Technology

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: xkernel.griet.ac.in

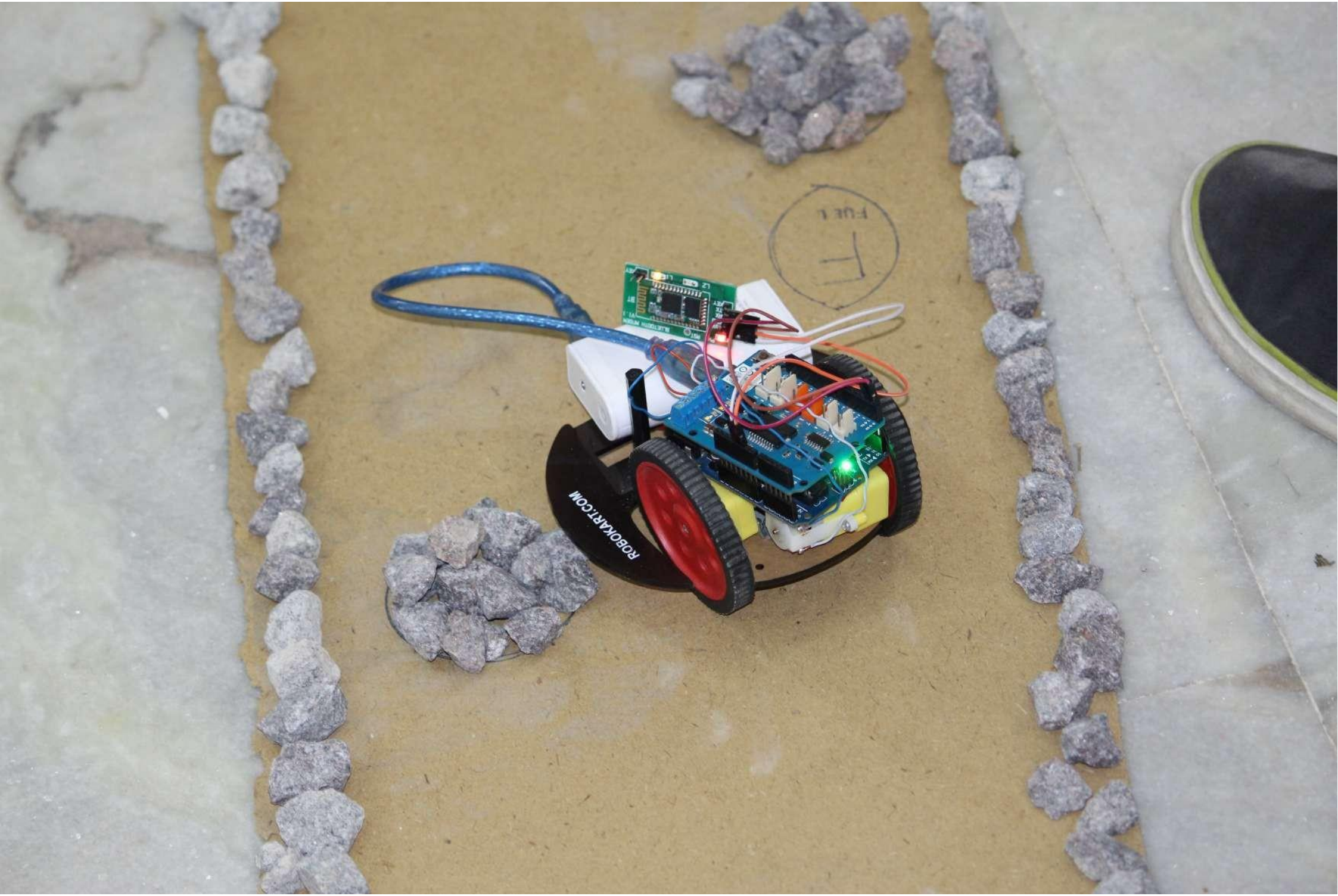
WSL-2500R
AHUJA

XKERNEL
7th - 8th APRIL
WELCOME
TO
XKERNAL

BLOCK-3
Vice Principal
I Yr. Class Rooms (I Floor)
I Yr. Class Rooms (II & III Floors)
Library, MBA (III Floor)
MCA

XKERNEL
7th - 8th APRIL
CIVIL
CSE

FINISH


ROBOKART.COM

COPY

X-KERNEL
7th - 8th APRIL
BS
CIVIL

X-KERNEL
7th - 8th APRIL

X-KERNEL
7th - 8th APRIL

X-KERNEL
7th - 8th APRIL

X-KERNEL
7th - 8th APRIL

X-KERNEL
7th - 8th APRIL
CIVIL

Sno	Event Name	Event Organizer Name	Phone Number	Room Number	Date
Information Technology					
1	**C-Hunt**	A. Mounika	9700465150	**3432**	**7-Apr**
		Ch.sri sai sruthi	9948505418		
2	**PathFinder**	P. Priyanka	9000249983	**3435**	**8-Apr**
		K. Himaja	7794018564		
3	**SUDO-C**	Milk Pravalika	9000519015	**3502**	**8-Apr**
		Neeli Vinitha	8500602140		
4	**Designer Bug**	Y.Navya Teja	8341568489	**3439**	**7-Apr**
		Ayesha Juveriya	9676843736		
5	**Code Hunt**	Mamidi Rithika	9652792567	**3435**	**8-Apr**
		Surya Deo	8790573505		
6	**CryptoMania**	A.Sahithi	9494965504	**3514**	**8-Apr**
		G.Likhitha	9908239168		
7	**Bingo MAD C**	Afreen Sulthana.M	9490602008	**3439**	**7-Apr**
		Sanghavi.B	7675022874		
8	**Beat the Clock**	M. Udayasree	8374630658	**3432**	**7-Apr**
		V. Sharanya	7095663335		
9	**Crazy Coder**	S.Sreeja	8341633144	**3504**	**8-Apr**
		K.Sindhuja Reddy	8523820640		
10	**Color Hunt**	K.GNANESHWARI	8686728549	**3512**	**7-Apr**
		K.LAXMI	8185083410		
11	**BOOMERANG**	K.RAJESH	9160280358	**3511**	**7-8 Apr**
		G.SRAVAN KUMAR	9059001545		
12	**Computer master**	Bharathvaitla	8328012514	**3506**	**7-8 Apr**
		P.Samprit	8143526152		
13	**Creative Hunters**	ASIF ALI SHAIK	9705450144	**3513**	**7-8 Apr**
		TISHANT GHODE	9912331159		
14	**Hunt the Bugs**	Shubham Jhawar	8125399000	**3511**	**7-8 Apr**
		G.Prathyusha	9948885750		
15	**FIERY FINGERS**	M.Shruthi	9951891016	**3506**	**7-8 Apr**
		M.Keerthana	9154689509		

Computer Science and Engineering					
Sno	**Event Name**	**Event Organizer Name**	**Phone Number**	**Room Number**	**Date**
1	**TECHMASTER**	C.Sai Mounika Reddy	9490178785	**1404**	**7-Apr**
		Ch. Priyanka	9948863346		
2	**FUNTECH**	K.PURNA SAI PUSHKAL	8919301032	**1201**	**8-Apr**
		N.SAI TEJA	8985470852		
3	**TRACE YOUR PATH**	K. Divya Sharvani	8008622192	**1406**	**7-Apr**
		P. Vasavi	9505740976		
4	**CODESCATTER**	Aashrit Mathur	9666979204	**1209**	**8-Apr**
		Shaik Jahangir Osman	9866981745		
5	**BLIND CODING**	Kunal Reddy	8008625621	**1206**	**8-Apr**
		Rahul Lakma	8328535001		
6	**GLADIATOR**	M.Subhash Reddy	7093343295	**1108**	**8-Apr**
		A.Siva nagaraju	9133215270		
7	**TECHNICAL HUNT**	Sadubathula Preetham	9493294569	**1202**	**8-Apr**
		Devender Choudhary	8801733751		
8	**TECH PROBE**	Bala Sundeep Krishna		**1208**	**7-Apr**
		M. Sai Prasanna	7207926203		
9	**GOOGLE MASTER**	Sai Abhinay Badepally	9666348209	**1210**	**7-Apr**
		Rachana Sree Bomma	8332823593		
10	**SMART CODER**	Madishetty Maniraj	8500833566	**1207**	**8-Apr**
		Majji Sai Deepthi	9154542442		
11	**PHOTOSHOP**	Ch.Bhargavi	9160806146	**1407**	**7-Apr**
		Prashant Sarvi	9989108889		
12	**TECHVOCAB**	G. Sai Keerthi	8897416328	**1209**	**7-Apr**
		B. Sree Rekha	7207815759		

Mechanical Engineering					
Sno	**Event Name**	**Event Organizer Name**	**Phone Number**	**Room Number**	**Date**
1	**Solid Works**	D Praveen G Ramesh	7386582662 7396240424	**4307**	**7-Apr**
2	**Ansys**	R Anjali K Hemanth	9492366945 8096223310	**4307**	**7-Apr**
3	**Fusion 360**	I Manish M Hemanjali	9908638016 9985389386	**4307**	**8-Apr**
Civil Engineering					
Sno	**Event Name**	**Event Organizer Name**	**Phone Number**	**Room Number**	**Date**
1	**CAD WAR**				
		Sagnik Ghosh	9948848327	**4205**	**8-Apr**
		C.Praneeth Sudarshan	8886519292		
2	**CODE RACE**	A.Saiganesh	7382119389	**4207**	**8-Apr**
		K.Hrishikesh	9491628010		
Electircal and Electronics Engineering					
Sno	**Event Name**	**Event Organizer Name**	**Phone Number**	**Room Number**	**Date**
1	**Electra-Hunt**	Harini G	7093200323	**4501**	**7-8 Apr**
		Sanjuktha	7569597569		
2	**Cross-Wumers**	John Pranoy Y	7093091742	**4501**	**7-8 Apr**
		Lakshmi Narayanan	8106147394		
3	**The Quick RacEEE**	Athish Chowdary V	9100935094	**4501**	**8-Apr**
		P.Shiva sai	9550375475		
4	**Jumble-Buzzzzz**	Tarun Teja B	9573724969	**4501**	**7-8 Apr**
		Anem Joseph	9441274885		

Electircal and Communications Engineering					
Sno	**Event Name**	**Event Organizer Name**	**Phone Number**	**Room Number**	**Date**
1	**MULTISIM CHALLENGE**	Divya Reddy	9966962359	**2204**	**8-Apr**
		G Nandini	8008588992		
2	**THE C GRAMMAR NAZI**	AVK Jayasurya	7661023322	**2308**	**8-Apr**
		C Sreekar	9030002569		
3	**POWERPOINT PRESENTATION**	Supriya Mantena	9290123456	**2308**	**7-Apr**
		E Sai Sucharitha	9491509593		
4	**DIGITALK- MINUTE TO MIC DROP**	Samhita T	9963681340	**2408**	**7 - 8 Apr**
		Yellayakshi Bijji	9032887568		
5	**WEB PAGE DESIGNER**	Gurupreet Singh	8500416605	**2403**	**7 - 8 Apr**
		Suraj Raju	9618295660		
6	**FASTEST TYPER**	Madhur Nimmagadda	9550418799	**2403**	**7-Apr**
		Aparajita Raja	9515870046		

Basic Sciences					
Sno	**Event Name**	**Event Organizer Name**	**Phone Number**	**Room Number**	**Date**
1	**Applantis**	Kaushik	9491550007	**3001**	**8-Apr**
		Anagha	961988101		
2	**Code - Geek**	Surya	9100484945	**3009**	**8-Apr**
		Nishanth	8886552369		
3	**Enigma - Code**	Mihirsolanki	7013196152	**3007**	**8-Apr**
		Vishnu P	9948279993		
4	**Hypo-Hackathon**	Nikhil Pavan	9912313523	**3009**	**8-Apr**
		K Thriveni	7675082209		
5	**Power-Anima**	Srikar. P	8790433377	**3010**	**8-Apr**
		Rounak. M	7660836568		
6	**Pro-Blind**	Srinivas rao chavan	9949354633	**3010**	**8-Apr**
		Ojesvi C kanumuri	9573323456		
7	**Ro-Wars**	Saif	9502298583	**Corridor Next to ITWS**	**8-Apr**
		Pavan	7207640730		
8	**Stegano Champ**	N.K.SHALINI	9441742103	**3002**	**8-Apr**
		K.GAYATHRI	7337511885		

GOKARAJU RANGARAJU INSTITUTE OF ENGINEERING AND TECHNOLOGY

X KERNEL 2K17

Catch the exciting events on
April 7th & 8th

DESIGNER BUG

Ayesha(9676843736)
NavyaTeja(8341568489)

BEAT THE CLOCK

Sharanya(9703734737)
Udayasree(8374630658)

Sahithi(9494965504)
Likhitha(9908239168)

By
Department Of
Information Technology

:Faculty Coordinator – Y J Nagendra Kumar(9010180199)

: xkernal.griet.ac.in

GOKARAJU RANGARAJU INSTITUTE OF ENGINEERING AND TECHNOLOGY

DEPARTMENT OF ELECTRICAL AND ELECTRONICS ENGINEERING

X-KERNEL '17

annual tech fest of GRIET

★ EVENTS ★

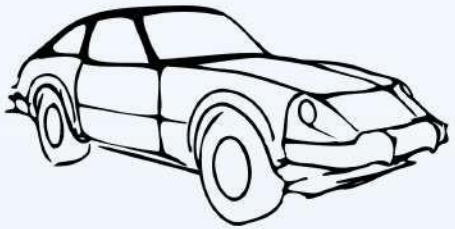
ELECTRA HUNT

- ☆TARUN TEJA
- ☆JOSEPH

CROSS WORD

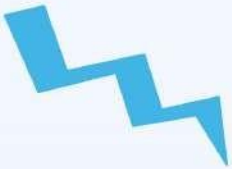
- ☆JOHN PRANOY
- ☆LAKSHMI NARAYANAN

RacEEE



- ☆ ATHISH CHOWDARY
- ☆ SHIVASAI

BUZZ



- ☆HARINI
- ☆LALITHA

CATCH THE EXICITING EVENTS ON **April 7th & 8th**

xkernel.griet.ac.in

ATHISH: 91009 35094

Gokaraju Rangaraju

Institute of engineering and technology

Department Of Basic Sciences And Humanities

XKERNEL '17

annual tech fest of GRIET

7th and 8th April

Website:http://www.xkernel.griet.ac.in/

Faculty Coordinator:T.Nazia 9618446683

GOKARAJU RANGARAJU INSTITUTE OF ENGINEERING AND TECHNOLOGY

X-KERNEL '17

annual tech fest of GRIET

Tech Master

Tech Vocab

On

07-04-2017

Trace ur path

Photoshop

Google Master

Tech Probe

Certificates for all

Faculty Coordinator: B.Padma Vijetha Dev

Student Coordinator: Mohan Sai Nath-9949232689

Registration fee: 30 per head for any event

:xkernel.griet.ac.in

Gokaraju Rangaraju
Institue of Engineering and Technology

X-KERNEL '17

annual tech fest of GRIET

Event on
7th & 8th April

CAD-War

Organizers
ANUSHA
PRANEETH

Code Race

Organizers
SAI GANESH
HRISHIKESH

Contact
HRISHIKESH
9491628010

by
Department of
Civil Engineering

:Faculty Coordinator - Y J Nagendra Kumar (9010180199)

: xkernel.griet.ac.in

GOKARAJU RANGARAJU INSTITUTE OF ENGINEERING AND TECHNOLOGY

X-KERNEL '17

annual tech fest of GRIET

Fun Tech

Tech Hunt

On

08-04-2017

Smart Coder

Gladiator

Blind Coding

Code Scatter

Certificates for all

Faculty Coordinator: B.Padma Vijetha Dev

Student Coordinator: Mohan Sai Nath-9949232689

Registration fee: 30 per head for any event

:xkernel.griet.ac.in

GOKARAJU RANGARAJU
INSTITUTE OF ENGINEERING AND TECHNOLOGY
DEPARTMENT OF INFORMATION TECHNOLOGY
KERNEL '17
HUNT THE BUGS
SHUBHAM JHAWAR
G.PRATHYUSHA
CONTACT:8125399000
CREATIVE HUNTERS
ASIFALI SHAIK
TISHANT GHODE
CONTACT:9705450144
FIERY FINGERS
M.KEERTHANA
M.SHRUTHI
CONTACT:9154689509
COMPUTER MASTER
BHARATH VAITLA
P.SAMPRIT
CONTACT:8328012514
BOOMERANG
G.SRAVAN KUMAR
K.RAJESH
CONTACT:9059001545

JOIN THE WORKFORCE

X-KERNEL

1 PowerPoint Presentation

2 The C Grammar Nazi

3 Minute To Mic Drop

4 Web Page Designer

5 Multisim Challenge

6 Fastest Typer

April 7, 2017
April 8, 2017

Y.SAI PAVAN
9704995002

A.ANIRUDH
7981993031

ECE,
Gokaraju Rangaraju Institute of Engineering and Technology,
Nizampet,Bachupally

For more details, visit
xkernel.griet.ac.in

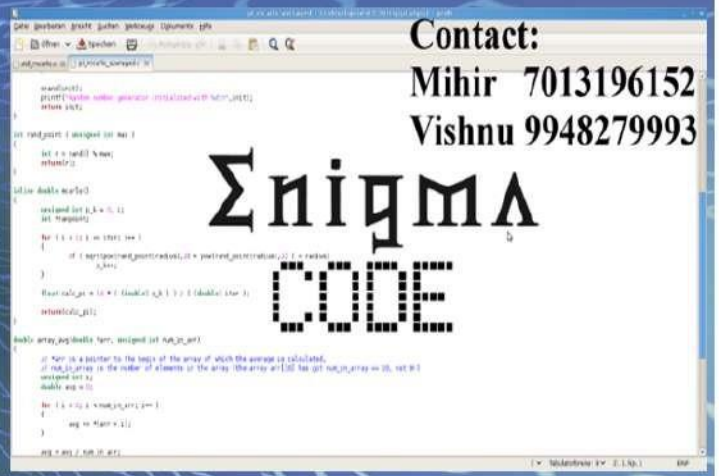
Gokaraju Rangaraju
Institute of engineering and technology
Department Of Basic Sciences And Humanities

XKERNEL '17
annual tech fest of GRIET

7th and 8th April

Website:http://www.xkernel.griet.ac.in/

Applantis
Contact:
Kaushik 9491550007
Anagha 9619881901



Enigma Code
Contact:
Mihir 7013196152
Vishnu 9948279993

Code Geek
"The Efficient Coder"
Contact:
Nikhil 9912313523
Nishanth 8886552369

STEGANO CHAMP!
Contact:
Gayathri 7337511885
Shalini 9551742103

Faculty Coordinator:T.Nazia 9618446683

Events Information

SNo	Name of the Department	Number of Events
1	**IT**	**15**
2	**CSE**	**12**
3	**ECE**	**6**
4	**EEE**	**4**
5	**MECH**	**3**
6	**CIVIL**	**2**
7	**First Year (BS)**	**8**
Total		**50**

Department of IT

Event 1

c-HUNT

- Only one person should participate (Groups are not allowed).
- Each person will be given a set of questions and answers will be provided in the puzzle box.
- The answer are placed across, below, diagonally and bottom to top in the puzzle box.
- The participant need to hunt the answer and mark it.
- Then place the answer in the given blank.
- There will be a time limit.

Event organizers:
A. Mounika(14241A1260)-9700465150
email: mounika.allaa@gmail.com
Ch.sri sai sruthi(14241A1267)-9948505418
email:chitikala.sruthi@gmail.com

EVENT 2

PATHFINDER

- Number of participants per team:1
- A square box is given which has n*n rows and columns.
- The first position is the source and last position of the box is the destination.
- A question is given based on c language

Hint is given based on output to select a box.

- Mark a line from initial position to that box.

- Now the second question solution becomes a hint to connect to other box.
- The process continues till it reaches the destination.
- Time limit is given. The person who finishes the task within given time limit is given a best participant certificate

EVENT ORGANISERS:

P. Priyanka (9000249983)

email: priyankaponnaganti3@gmail.com

K. Himaja (7794018564)

email: himaja.kattubadi@gmail.com

EVENT 3

SUDO-C

No. of members per team:1 or 2

Description:

The event is about solving sudoku puzzle which uses general c basics. The participants are given a sudoku puzzle with unknown numbers. The values for that numbers are obtained from the given questions.

INSTRUCTIONS:

1. The team will be given a sudoku puzzle with few Xs.
2. The values of Xs are the values of options given to the questions.
3. Questions are based on basic-c.
4. The questions will be given below the sudoku.
5. Then they have to fill the sudoku based on the unknown numbers which are obtained from the questions.
6. The team which finished in least time willbe given best participant certificate.

Event Organizers:

Milk Pravalika-(9000519015)

E-mail: pravallika281014@gmail.com

Neeli Vinitha- (8500602140)

E-mail: vinithaneeli15@gmail.com

EVENT 4

DESIGNER BUG

Event Description:

Designs will be shown or explained to the participants and they have to design accordingly.

All the images required for designing will be provided in a file in which there will also be all the irrelavant images.
There will be 3 levels with time limit.Only after the time limit is completed,the next level's tasks will be shown.One who completes the third level first will be the winner.
Event Organizers:
Y.Navya Teja-(8341568489)
email : ynavyateja11@gmail.com
,Ayesha Juveriya(9676843736)
email : ayeshajuveriya3736@gmail.com

EVENT 5

CODE HUNT

No. of members per team : 1 or 2

Description:

The event is a combo of coding and treasure hunt. The participant team will be given clues of the program questions. The participants have to solve those clues in order to be given questions to code. Then they have to solve those programs for which the points will be awarded. The team with highest points and solves them in least time will win.

Instructions:

- The team will be given a basic c program to solve.
- When they solve this code they will be given a clue about the address ofthe second program.
- When they crack this clue, they will get the second question.

- Then they have to solve the second question to get the second clue.
- Lastly ,they will get the last program.
- If they can solve this the game is done.
- The team which finished the game in least time will be given a certificate.

Event organizers:

Mamidi Rithika - (9652792567)

Email :rithikariths309@gmail.com

Surya Deo - (8790573505)

Email :deosurya@gmail.com

EVENT 6

CRYPTOMANIA (COME ,PLAY AND CONQUER)

OVERVIEW:-

- The candidates logical ability and spontanity will be tested out.The event basically consists of a single round.

ROUND 1:-

- You will be given an encrypted data with some kind of encryption technique applied on original data.You need to find the encryption technique applied,decrypt the data and find out the original data.
- The data can either be of words or sentences.
- A team of 2 (or) 1 can participate.
- The time limit of 5 min would be given with 20 questions.One team should compete with the other 2 teams.The team which solves maximum number of questions with appropriate answers would be considered as winner.
- EVENT ORGANIZERS

  A.Sahithi -(9494965504)
  email:sahithi.ankath@gmail.com
  G.Likhitha – (9908239168)
  email: likhithagaddam2196@gmail.com

EVENT 7

CRAZY BINGO

* The participants are said to draw a BINGO Table which consists of 5 rows and 5 columns (25 boxes) .All the boxes are said to be filled with

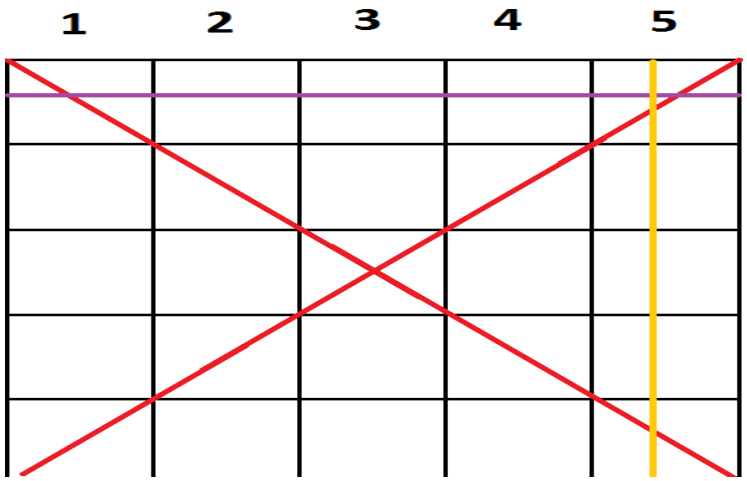
1-25 BINGO				
23	21	13	5	14
2	15	16	24	18
25	19	20	7	4
10	6	22	9	11
17	3	1	12	8

1-25 numbers randomly

*In a system(laptop) we will have a folder followed by subfolders in that the participants will find programs which would be solved or executed by them which then gives a number

*the participant have to cancel that particular number in his/her bingo table.

*This should be continued till any 5 lines in bingo table shouled be cancelled ,it may be a horizontal line or vertical line or cross lines as shown bellow



*Who solve this finishes 5 lines first are the winners (Depending on time)

Event Organizers:

Afreen Sulthana.M – (9490602008)

email: afreen.2803@gmail.com

Sanghavi.B- (7675022874)

email: sangavibingi@gmail.com

EVENT 8

BEAT THE 'C'LOCK

No. of Participants: 1 or a team of 2

Instructions:

Round 1:

i) The participant need to pick up a sheet in a random with raw code on it from the set of sheets where the outputs of code are either 6,4, or OUT.

ii) Then the participants will be given the score according to the output(like 4 points for the output 4), he got from the code in the randomly picked sheet.

iii) If they gets the output as 'OUT', then they will be out of the game.

Iv) If they gets the output other than 'OUT', then that output gets added to their score. The team with maximum score will be promoted to the next round.

Round 2:

i) A set of 7 programmes, each divided into 3 parts (total of 21 parts) are given.

ii) The participants should pile up the 3 parts in random. After successful coding, the 3 parts should be matched into a single program.

iii) Each team has to do this within a given time limit.

iv) The team which completes in the least time will be the winner.

Event Organizers:

-M. Udayasree (8374630658) -

Email:udayamaringanti@gmail.com

-V. Sharanya (7095663335) –

Email:sharanyavannam@gmail.com

EVENT 9

CRAZYCODER

Description:

Each team consists of either 2 or 3 members (optional).

2. Initially 20 points will be awarded to each team.

3. The whole event takes place in 2 phases. First phase-code hunt:

4. Each team will be provided with the clues that lead to 6 solutions.

5. Once they find all the results we divide the result set into columns of input and output and set time out value. Ex: Say the 6 results are -2, 4, 3, 16, 9, 4. I/p- 2, 3, 4 O/p- 4,9,16 Time out= 10 minutes Second phase- coding:

6. Now, it is the time to showcase their logical and coding ability by finding the relation that exists between the inputs, outputs and coding it. Relation for above example is square.

7. Coders are provided with certain hints that helps them crack the logic between inputs and outputs.

8. Points will be deducted if hints are used. (No. of points deducted is based on the difficulty of the logic and hints provided)

9. Team should code within the given time! If not they are eliminated and that question can be given to the team that codes within time on their choice so they can grab more points even!

10. The team with more points will be declared as winner.

11. If there is a tie in between the teams. One more question will be given with input and output. Only the logic is to be guessed. Whoever answers first will be the "CrazyCoder".

Organizers:

S.Sreeja - (8341633144)

email: sreejacheese@gmail.com

K.Sindhuja Reddy – (8523820640)

email: sindhujareddyk1996@gmail.com

EVENT 10

COLOR HUNT

ROUND 1:Atmost 5 colors are given.Each participant chooses a color .Then set of questions are pasted on the wall and other 3 walls are pasted with color papers containing answers.The color papers even include wrong answers.So each participant should select right answers for the displayed questions of his respective color within the time limit.

The next set of participants will be given another set of questions .Then from each set of participants ,1 participant is selected and qualified to the 2nd round.Incase of tie,jumbled code is given to the participants to break the tie.

ROUND 2:In this round,code is given with the misssing statements along with output.The participant need to filll in the missing statements.

ORGANISERS :

K.G NANESHWARI - (8686728549)

email:gnane.k8334@gmail.com

K.LAXMI - (8185083410)

email:kunalaxmi142411235@gmail.com

EVENT 11

BOOMERANG

Description:

1. We will display the output for a certain code and the team members have to frame the code.

2. Each team consists of two participants and they have to get their own laptop (atleast one laptop per team and no team should use internet).

3. We will ask each team to pick up a random chit which contains certain number.

4. According to that number we will display the outputs and according to given output they have to frame the code.

5. If the team frames the code correctly then they will get a chance to pick up another chit.

6. The team which will do more number of programs within a given limit of time will be the winners.

Organizers:

1.K.RAJESH Phno:9160280358
Gmail:rajeshkanaparthi111@gmail.com
2.G.SRAVAN KUMAR phno:9059001545 Gmail:sravankumar1719@gmailmcom

EVENT 12

COMPUTER MASTER

EVENT DESCRIPTION:

1) COMPUTER MASTER ISAN EVENT TO TESTYOUR KNOWLEDGE IN COMPUTER(ie max every day we use computer, this event is to prove yourself how well you know about the computer)
2) In this event each team can have maximum of two participants.
3) Each team is supposed to get their own laptop (atleast one laptop per team and no team should access internet and mobiles).
4) Each team will be given two tasks which are based on computer tricks.
5) The team which completes the tasks in the less time will be declared as winner.
6) If by chance a clash occurs between two or more teams then those teams will be filtered again.
7) Winner will be given certificate.

Contact:
Bharathvaitla - 8328012514 (bharathvaitla111@gmail.com)
P.Samprit -8143526152 (sam.sampreeth31@gmail.com)

EVENT 13

CREATIVE HUNTERS

BRIEF HIGHLIGHT ON THE PROGRAM:

- IT IS A PROGRAM THAT TESTS YOUR CRATIVITY LEVELS.
- IT IS EXPECTED THAT YOU GET YOUR OWN LAPTOP.
- EACH TEAM IS RESTRICTED TO AT MOST TWO PERSONS IN A TEAM.
- THIS PROGRAM CONSISTS OF DESIGN OF LOGO OF THEIR RESPECTIVE DEPARTMENTS.
- THE PARTICIPANTS ARE EXPECTED TO THINK OUT OF THE BOX AND DESIGN AN ATTRACTIVE DEPARTMENT LOGO.

EVENT ORGANISERS:

1) ASIF ALI SHAIK (9705450144)
MAIL ID:allahasif48@gmail.com

2) TISHANT GHODE(9912331159)

MAIL ID: thishuthegreat@gmail.com

EVENT 14

HUNT THE BUGS

EVENT DESCRIPTION :

1) Hunt the bug is an offline programming event. Which tests your logical, mathematical and basic programming skills.

2) In this event each team can have a maximum of 2 participants.

3) Each team is supposed to get their own laptop(at least one laptop per team is needed and no team is supposed to access the internet and mobiles during the event).

4) Each team will be provided with a code(in c language) that will have a couple of bugs.

5) One member from each team is supposed to pick a chit from a couple of chits in which a particular number will be present.

6) According to that number question will be provided.

7) The team that comes with the solution at the earliest will be awarded as a winner.

8) If by chance a clash occurs between 2 or more teams then those teams will be qualified for the Decisive Round.

9) In Decisive Round the team will be declared as winner based on score and how efficient and optimized code they develop within a stipulated time.

CONTACT :

For Event queries:

Shubham Jhawar- **8125399000** (**shubhjhawar67@gmail.com**)

G.Prathyusha - **9948885750** (**gundaprathyusha98@gmail.com**)

EVENT 15

FIERY FINGERS

DESCRIPTION :

This event consists of 2 rounds .The team should consist of atleast 2 members.

ROUND 1 :

In this round, first the team is asked to take a chit and based on the number present on the chit they are being given a puzzle. The team should set the puzzle with 5min of time. The teams who set the puzzle will get a keyword and will go to next round.

ROUND 2:

In this round,the team has to write as many programs as possible based on the keyword within 15min,The programs should get compiled and executed.The team with maximum number of programs will be awarded.

Event organizers are :

M.Shruthi Con.No.:9951891016

Mail id : shruthi09.1998@gmail.com

M.Keerthana Con.No:9154689509

Mail id : keerthana.ruchi@gmail.com

Department of CSE

Event 1

TECHMASTER

This event consists of two rounds which uses c as its programming language .ROUND-1:A brief summary of the output is given you have to form a program which is meaningful.Time--15min

ROUND-2:A paper with a list of keywords,terminators,special symbols will be given you have to arrange them into a meaningful statement of code.

Time--10min

Number of participants per team :-1

Organizers: C.Sai Mounika Reddy-9490178785

reddymouni1996@gmail.com

Ch. Priyanka-9948863346

Priyankachilukuri8@gmail.com

Event 2

FUNTECh

TEAM MEMBERS:2

ROUND-1:

Each team has crossword and word search to solve in 1st round.Crossword consists of 12-14 questions (6-7 top and 6-7 down) and In word search there are technical word to find out and some non-technical words also included to confuse.

Time: 15mins

Criteria : correct answers in crossword & more word find in wordsearch

ROUND-2:

In this round team members are going to play Dumsharats and going to find name of company logos .Each team given 5 technical words with each word has 1 min.10 company logos with time 1 min.

Time:6 min

Criteria: depend on more words and logos they say correctly

ROUND-3:

In this round there 20 questions .Questions depend on jumbling code , error detection, expected output,fill the missing statements in the program.

Time: 15mins Criteria: more corrected answers

Organizers: K.PURNA SAI PUSHKAL-8919301032

kpspushkal@gmail.com

N.SAI TEJA-8985470852

ndsteja@gmail.com

Event 3

Trace Your Path

ROUND 1

In this round, participants will be given tricky questions related to programming (in C) and they must solve it in given amount of time. Top scorers will be shortlisted for the second round.

ROUND 2

Ever heard of computerized treasure hunt? No! Well then, in that case participate in this event here you should meet your way through various folders answering various questions till you reach your destination. Winners will be chosen based on time taken to solve the answers.

Maximum number of participants per team: 2

Organized By

K. Divya Sharvani (8008622192)

P. Vasavi (9505740976)

CSE-C

Event 4

CodeScatter

ROUND 1:

In this round, there are a number of codes in C language numbered 1 to 'n', where each code gives 2 outputs: a number 'k' and a word. The participant will be required to choose a random number at the start of the round and will be required to go to that code and find its output. He/She will note down the word and will jump to the code having number 'k' and will find the output of that code. This will be repeated until he/she makes a meaningful sentence from the words. This is a time based event, so be as fast as possible.

ROUND 2:

In this round, the participant will be given a code which is quite long enough and will be divided into 'n' number of cards of 'k' program statements as well as the expected output. The participants will be required to assemble the cards in serial order such that it gives the expected output. The person who completes this task the fastest will be declared the winner of this event.

No. of participants: 1

Event Organizers:

Aashrit Mathur: 9666979204

(aashritmathur@yahoo.co.in)

Shaik Jahangir Osman: 9866981745

(jahangirosman@gmail.com)

Event 5

Blind Coding

A coding event where contestants are expected to type the code
with monitor **switched off.**

Blind Coding Rules

Event Specification:

Consists of two rounds

The Organisers decision is final

Round 1:

A simple code with syntax error will be given on paper.

Participants have to correct the errors on paper and type the code with MONITOR SWITCHED OFF.

Ten minutes will be given to type and correct the code.

Based on the results of first round the participants will be selected for second round.

Round 2:

Only problem statement will be provided.

Participants need to type the code with MONITORS SWITCHED OFF.

Twenty minutes will be given to each participant.

Winners will be announced based on the results of compilation and execution.

In case of TIE:

TIE breaking problem statement will be given and time will be monitored.

Organisers:

1) Kunal Reddy (Ph no : 8008625621, Email id: kunalreddyaleti@gmail.com)

2)Rahul Lakma(Ph no : 8328535001, Email id:lakma321@gmail.com)

3)Prajay pakanati(Ph no : 9642399119, Email id:prajay.pakanati07@gmail.com) [VOLUNTEER]

Event 6

GLADIATOR: (The Final Coder)

Get ready coders.Its time to showcase your coding skills.

Basically,the event consists of two levels.

Level1: The participants will be given few programms and the outputs as the inputs.They need to manipulate the code inorder to get the given output.

Then the participants who clears this level are promoted to next level

Level2: The participants who are shortlisted to level2 are given bunch of questions.These questions consists of two categories:1)Easy 2)Hard.There are different points for hard and easy questions.The participants need to pick the questions accordingly.Then after picking the questions they need to start coding.The teams will be given some base points prior to coding.

The team(team of two) which finishes all the easy questions in given time can only claim for a bonus question which is of double points.Likewise the team who have chosen hard questions need to complete half of the questions.(Like 2 out of 4) in the same given time. Then they can claim for bonus questions.

Since, bonus question is more harder they require time to solve and so they can buy the time with the points they have.
Thus the competition continues and the team with more points is the "winner".

Organizers: M.subhash Reddy (7093343295)
subhashreddy.38@gmail.com
A.Sivanagaraju(9133215270)
sivanagarajusnrstar@gmail.com
Y.Bharath(949218872) [VOLUNTEER]
yadabharath15.gmail.com

Event 7

Technical Hunt

Step1:-

Participants will be given clues for the treasure hunt by providing some programs like HTML , which is easy to decode.

Step2:-

Based on the clues obtained from round1,participants will approach to second set of clues which will lead to round3.

Step3:-

Same as the above rounds , the clues in the round will be much tougher to decode, the winner of this round will final winner.

Organized By: Preetham(14241A05M3)
sadubathulapreetham@gmail.com
Devender(14241A05J6)
Devender3dec@gmail.com
CSE 3rd year , B.tech.

Event 8

TECH PROBE

Tech Probe" is a technical quiz containing two rounds out of which the first round is pen-and-paper test based on various topics related toScience, Tech Evolutions, Innovations, Companies and Gadgets.

The shortlisted teams will be attempting the second round in which the final winners are decided. A team can contain a maximum of 2 members.

Organizers:D.

Bala Sundeep Krishna-950203839 balasundeepkrishna@gmail.com
M. Sai Prasanna- 7207926203
m.saiprasanna981997@gmail.com

Event 9

Google Master

In this event, the participant will be given a topic. He/She will be given a chance to browse about it for 15 minutes. Then the participant has to speak about the topic for 3 minutes. This event consists of one round. Body language and the vocabulary will be considered. The session will be recorded for the judgement.
No. of participants: 1
Organisers:

Sai Abhinay Badepally	14241A05B9 abhinay3166@gmail.com	9666348209
Rachana Sree Bomma	14241A05C3 rachanabomma@gmail.com	8332823593

Event 10

SMART CODER

Code "Less" indicates work smart and write a code for given problem more efficiently with less number of instructions and executes faster.
Participant team have to solve 5 problems which complexity of the problem increases from 1 to 5, Entry with less RunTime will be choosen as winner.
Coding Language: C
Team of 2
Organizers:

MadishettyManiraj	14241A05E2 Maniraj.madishetty@gmail.com	8500833566
Majji Sai Deepthi	14241A05G6 Deepthi2897@gmail.com	9154542442

Event 11

PHOTOSHOP

Participant has to make dull image or very bright image with pimples.
She/He have to edit and give the output as a good picture.
No.of rounds:1
Organisers:

Ch.Bhargavi	14241A05C5Bhargavi.ch17@gmail.com	9160806146
Prashanth Sarvi	14241A05F3	9989108889

Event 12

TECH BUILDING

In this event Tech Building, all the technical words will be puzzled which is similar to

cross words.In this puzzzle ,need to find out the technical words and need to define the words by forming the sentence.This should be done within the time limit.This event consists of only one round.

ORGANIZERS:

1.G.Sai Keerthi saikeerthi606@gmail.com 8897416328

2.B.Sree Rekha sreerekha.badugu@gmail.com 7207815759

Department of ECE

Student co ordinator- Aparajita Raja 9515870046 aparajitaxyz@gmail.com

Event 1

MULTISIM CHALLENGE

The participants are given a few specifications like inductance,resistance etc. and they have to make the circuit on multisim in the least amount of time.

a. Divya Reddy 9966962359 divyareddy1607@gmail.com

b. G Nandini 8008588992 nandinigirikala@gnail.com

Event 2

THE C GRAMMAR NAZI

The participant is given a basic C program with errors which he has to debug. The participant who corrects the most number of errors is declared the winner.

a. AVK Jayasurya 7661023322 ayyagari.jayasurya@gmail.com

b. C Sreekar 9030002569 csreekar22@gmail.com

Event 3

POWERPOINT PRESENTATION

The participants will be given a topic for which they have to create a powerpoint presentation in the given time.

a. Supriya Mantena 9290123456 mantenasupriya@gmail.com

b. E Sai Sucharitha 9491509593 sucharitha.kai790@gmail.com

Event 4

DIGITALK- MINUTE TO MIC DROP

The participants have to select a topic for which they have to prepare a word document and speak about it for a minute. The participant who performs the best is the winner.

a.Samhita T 9963681340 samhita1626@gmail.com

b. Yellayakshi Bijji 9032887568 yellayakshi.bijji135@gmail.com

Event 5

WEB PAGE DESIGNER

The participants will be given basic HTML commands with which they have to design a web page in a given amount of time. The fastest peson is he winner.

a. Gurupreet Singh 8500416605 guru_2097@yahoo.com

b. Suraj Raju 9618295660 surajraju373@gmail.com

Event 6

FASTEST TYPER

The participants have to write a creative story with as many words as they can in 10 minutes. The most creative story is the winner.

a. Madhur Nimmagadda 9550418799 madhur.nimmagadda@gmail.com

b.Aparajita Raja 9515870046 aparajitaxyz@gmail.com

Department of EEE

1. **Electra-Hunt**

This is fun packed event with a lot of electra-hurdles. The person will be given set of locked PDF's. Finding clues will give you the keys to the PDF's so you can find the next clue. The Person who finishes the course and executes the Program in shortest time will be declared winner at the end of the event. Participation Certificates will be provided to all the Participants.

Harini G :-7093200323, Sanjuktha R:-7569597569

harinigampala@yahoo.com

2. **Cross-Wumers(Numers+Words)**

This is a game where a person needs to out-think the computer. The Person needs to guess the Random number that has been generated by the Computer within 5 turns. However, clues will be given if the number is greater than (>) or less than (<) the Computer's number.

If the person succeeds to complete this, he will be given a Cross-word puzzle. The Person who finishes the game in the shortest time will be declared winner at the end of the event. Participation Certificates will be provided to all the Participants.

John Pranoy Y:-7093091742, Lakshmi Narayanan K:-8106147394

johnpranoy7@gmail.com

3. **The Quick RacEEE**

This is a one-to-one race between two contestants. The winners of the race will be shortlisted to next levels and allowed to compete on a much difficult track. The competition gets much more intense and exciting as we reach to the Final level. The Winner and Runner-up will be given Prizes. Participation Certificates will be provided to all the Participants.

Athish Chowdary V:-9100935094, P.Shiva sai:-9550375475

chowdaryathish5@gmail.com

(LIMITED REGISTRATIONS)

4. **Jumble-Buzzzzz**

This game is all about your Mind and Body control. First, the contestants are given the task of cracking 3 jumbled words. They are given 5 chances to arrange the words correctly.

Next, in the Buzz-wire game. All they have to do is take the Ring from one end to another end without touching the wire. Contestants are given 3 chances to complete the game.

The Person who finishes the course in shortest time will be declared winner at the end of the event. Participation Certificates will be provided to all the Participants.

Tarun Teja B:- 9573724969 , Anem Joseph:-9441274885 tarunteja2728@gmail.com

Department of CIVIL

EVENTS

1. CAD WAR
2. CODE RACE

(i) CAD WAR:

REQUIREMENTS: CAD LAB, COMPUTERS.

DESCRIPTION:

LEVEL-1:

In this level a quiz will be conducted which is related to basics of cad software.The participants qualified in the first level will be promoted to level 2.

LEVEL 2:

In this level participants will be given drawing with dimensions and they have to draw the same thing in Q-CAD within the given time to qualify to the next level.

LEVEL 3:

In this level the qualified members of level 2 need to draw a plan. Maximum time will be given and the participants have to draw within that time with perfection and the one who completes the task in short time will be declared as winner.

B ANUSHA
15241A0111
9100412535

C.PRANEETH SUDARSHAN
15241A0115
8886519292

(ii) CODE RACE:

REQUIREMENTS: C-PROGRAMMING LAB

DESCRIPTION:

LEVEL 1:

In this level a quiz is conducted based on concept of C-PROGRAMMING. The participants qualified in first level will be promoted to the next level.

LEVEL 2:

In this level the individual is given a program and HE/SHE should execute the program in given time. The one with best record will be declared as winner.

A.SAIGANESH
15241A0106
7382119389

K.HRISHIKESH
15241A0133
9491628010

Department of Mech

1. Solid Modelling:

Number of Participants: Individual

This a modelling event using Solidworks Package in which the participants are required to develop a 3D object from the given set of orthographic views of that particular object with exact dimensions.

D Praveen: 7386582662

G Ramesh: 7396240424

2. Fusion 360:

Number of Participants: Individual

This is a cloud based 3D modelling platform in which the students are required to animate a component.

I Manish: 9908638016

M Hemanjali: 9985389386

3. Ansys:

Number of Participants: Individual

This is a Finite Element Analysis program in which analysis of truss or structure is required to be performed.

R Anjali: 9492366945

K Hemanth: 8096223310

Department of Freshman

1. APPLANTIS

A brilliant platform to show case your app making skills using the MIT app inventor platform. The concept will be provided to the participant and they are required to come up with a design structure and implement it through the app in the allotted time.Little to no programming skills are required.

Requirements : Every participant needs to bring his own laptop.

Organizers:

Kaushik : Mail- eskaysingularity@gmail.com Ph. NO.- 9491550007

Anagha : Mail- dbanagha@gmail.com Ph. NO.- 961988101

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2. Code Geek

Code Geek is totally about a person being tested on their technical skills. It is basically a person minimising the number of lines of the given code and making it efficient. This actually gives you an idea how space and time coplexity is important in real life scenarios. The person will be given a code in C language and would have to do the things mentioned above in a limited amount of time. Bonus will be awarded if the algorithm is written in the same time period.

Organisers:

Surya : 9100484945

Nishanth : 8886552369

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3. Enigma Code

The Enigma coder is a coding competition in which the participants are tested on basis of their abilities to decrypt encrypted code. The skills involved will be C,Data structures and Basic Mathematics. Participants can bring their own machines and can refer any online source for help. Time will be limited and teams will be judged on their ability to creatively solve and decrypt the code.

Organisers:

Mihirsolanki 7013196152 solankimihir7744@gmail.com

Vishnu P. 9948279993 vishnupeesapati@gmail.com

4. Hypo-Hackathon

Hypo-Hackathon is all about indulging people into critical and unconventional thinking. It involves students taking up some random technical situations. Participants need to find a way to by-pass the security measures by exploiting the weakness of the system as stated in the respective situation. Technical ideas through lateral thinking are always welcomed.

Organizer:
Nikhil Pavan : 9912313523 nikhil17999@gmail.com
K Thriveni :7675082209

5. Power-Anima

Participants need to create a PowerPoint animation using Open Office or Microsoft PowerPoint presentation software to express your idea or view on the given topic. They need to create moving slides using the required tools present in that software. (Range of the slides is minimum 5 and maximum is up to your will.)
NOTE: When you are done with making the slides and start the slideshow there should be no touching of the keyboard once again till the end of the slide. To be concise you need to create a video using PowerPoint presentation.
Organizers:

Srikar. P 8790433377
Rounak. M 7660836568

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6. Pro-Blind

Pro blind is an event where the participants would be given a question for which they need to create a Cprogram. The twist in this event is that laptop screen will be blank and the programmer won't be able to see what he's typing.There will be 3 levels for the participants to win the game.

REQUIREMENTS:

1.The participants should bring their own laptops with turboC or ubuntu software.

2.The participants should have basic knowledge of C language.

Organizers:

Srinivas rao chavan : srinivaschavan98@gmail.com 9949354633

Ojesvi C kanumuri: ockanumuri@gmail.com 9573323456

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7. Ro-Wars

Description

For all the folks who always wanted to show off their tactics and fast reflexes, their rage and the adrenaline rush. This is your chance to show it all ! It's time for your stronger halves to fight. Let your robots show everything you got. From those super fast reflexes to what your adrenaline rush can make you do, let it all be tested. From scoring a goal to totally wrecking your opponents bot, do as you please. Let the best bot-reaper win !

Organisers
Saif - 9502298583 saifallauddin05@gmail.com
Pavan – 7207640730

8. Stegano Champ

1. Participants will be provided with images and/or scrambled text with a key to solve. The key will provide further clue to decode the image or the text.
2. The images may have hidden images within them or text. The tems will have to find out decode all the information provided and show the output within the time limit in order to win.

REQUIREMENTS

Participants should get their own laptops.

Organisers:

1. N.K.SHALINI , Contact no. : 9441742103 , Email id: nkshalini3112@gmailcom

2.K.GAYATHRI:7337511885 Email id: reddy.gayathripraharshitha@gmail.com

Winners - Runners Information

Information Technology				
Sno	**Event Name**	**Organizer Name**	**Winners**	**Runners**
1	**C-Hunt**	A. Mounika	Pravalika	Akhila
		Ch.Sri sai sruthi		
2	**PathFinder**	P. Priyanka	N.Kalyan	
		K. Himaja	B.Sreeja	
3	**SUDO-C**	Milk Pravalika	T.Meghana	D.Lahari
		Neeli Vinitha	S.Mahalakshmi	
4	**Designer Bug**	Y.Navya Teja	M.Rithika	N.Vinitha
		Ayesha Juveriya	Surya Deo	
5	**Code Hunt**	Mamidi Rithika	C.Praneeth	K.Mallesh
		Surya Deo	Vedanth agarwal	K.Madhu
6	**CryptoMania**	A.Sahithi	S.Akhila	Mahalaxmi
		G.Likhitha	B.Pravalika	Meghana
7	**Bingo MAD C**	Afreen Sulthana.M	Naganjali Rathod	N.Praveen
		Sanghavi.B	Priyanka	M.soumya
8	**Beat the Clock**	M. Udayasree	M.Akhil Anil	Mahalaxmi
		V. Sharanya	Sritej	Meghana
9	**Crazy Coder**	S.Sreeja	K.Sri Venkatesh	P.Shravya
		K.Sindhuja Reddy	M.Vineesha	M.V.L. Deepika
10	**Color Hunt**	K.GNANESHWARI	K.Akhil	G.Manogna
		K.LAXMI	Ashitha	M.Esha Sanjana
11	**BOOMERANG**	K.RAJESH	Nikhil	G.S.S.Rajkiran
		G.SRAVAN KUMAR	G.Abhilash	P.Rohit
12	**Computer Master**	Bharathvaitla	Nausheed Khan	Yedida Bharat Chandra Satyakanth
		P.Samprit	P.Nagendra Babu	K.Dinesh
13	**Creative Hunters**	ASIF ALI SHAIK	G.Vinay	Y.Pradeep
		TISHANT GHODE		Dinesh Manda
14	**Hunt the Bugs**	Shubham Jhawar	Chetan Ashish	N.Vishal
		G.Prathyusha	Omkar Mishra	
15	**FIERY FINGERS**	M.Shruthi	Shubham Jhawar	B.Mani Sai
		M.Keerthana	G.Prathyusha	K.Rupesh

Computer Science and Engineering

Sno	Event Name	Organizer Name	Winners	Runners
1	**TECHMASTER**	C.Sai Mounika Reddy	B.Arun	N.Yashwanth
		Ch. Priyanka		
2	**FUNTECH**	K.PURNA SAI PUSHKAL	N.Saiteja	Balla Samhitha
		N.SAI TEJA	I. Kiranmayee	Rayanchi Alekhya
3	**TRACE YOUR PATH**	K. Divya Sharvani	Balla Samhitha	K.Tirumal Reddy
		P. Vasavi	Rayanchi Alekhya	
4	**CODESCATTER**	Aashrit Mathur	Keerthi.B	Jyothi.B
		Shaik Jahangir Osman		
5	**BLIND CODING**	Kunal Reddy	Narayana Phani Charan	T Niteesh Reddy
		Rahul Lakma		
6	**GLADIATOR**	M.Subhash Reddy	M.AKHILESH	A.PREMRAJKUMAR
		A.Siva nagaraju	B.DHANANJAY	U.SAITEJA
7	**TECHNICAL HUNT**	Sadubathula Preetham	I.KIRANMAYEE	J.PRADYUMNA
		Devender Choudhary	V.BHAVYA	
8	**TECH PROBE**	Bala Sundeep Krishna	J.MADHU SRI	G.VINAY
		M. Sai Prasanna	R.TARULATHA	T.ABHISHEK
9	**GOOGLE MASTER**	Sai Abhinay Badepally	J.Pradyumna	K.G.Sowjanya
		Rachana Sree Bomma		
10	**SMART CODER**	Madishetty Maniraj	K.Varshit Ratna	
		Majji Sai Deepthi	M.Devaraj	
			G.Vinay	
			S.Hema Sri	
			D.Bala Sundeep	
			P.Shashank	
11	**PHOTOSHOP**	Ch.Bhargavi	G.Vinay	Shashank Patchalla
		Prashant Sarvi		K.Prasad
12	**TECHVOCAB**	G. Sai Keerthi	J.pramila	CH.Hrutika
		B. Sree Rekha		

Mechanical Engineering

Sno	Event Name	Organizer Name	Winners	Runners
1	**Solid Works**	D Praveen	B Hemanth	T Deepak
		G Ramesh		
2	**Ansys**	R Anjali	Dokina Praveen Kumar	Kurra Hemanth Goud
		K Hemanth		
3	**Fusion 360**	I Manish	Shrinath Manoharan	K Akhil Kumar
		M Hemanjali		

Civil Engineering

Sno	Event Name	Organizer Name	Winners	Runners
1	**CAD WAR**	Sagnik Ghosh	MOHD. IMTIYAZ	SAGNIK GHOSH
		C.Praneeth Sudarshan		
2	**CODE RACE**	A.Saiganesh	S KALYAN KUMAR	V HARIPAN
		K.Hrishikesh		

Electircal and Electronics Engineering

Sno	Event Name	Organizer Name	Winners	Runners
1	**Electra-Hunt**	Harini G	MALLTHI	G SAI KUMAR
		Sanjuktha	MANIKANTA	KRISHNA TEJA
2	**Cross-Wumers**	John Pranoy Y	NIKHIL KAMANTH	SHIVA SAI
		Lakshmi Narayanan	K SRIKANTH	Y SAI KUMAR
3	**The Quick RacEEE**	Athish Chowdary V	SAI SUHAS	M MANITEJA
		P.Shiva sai		
4	**Jumble-Buzzzzz**	Tarun Teja B	S.SUSMITHA	SREE SATYA
		Anem Joseph		

Electircal and Communications Engineering

Sno	Event Name	Organizer Name	Winners	Runners
1	**MULTISIM CHALLENGE**	Divya Reddy	UJWALA A M P	S TANUJA
		G Nandini	VAMSI KRISHNA	L AKSHAYA
2	**THE C GRAMMAR NAZI**	AVK Jayasurya	TRINATH	MOUNIKA
		C Sreekar		VAMSI KRISHNA
3	**POWERPOINT PRESENTATION**	Supriya Mantena	K LAKSHMI KUNDANA	P SWETHA
		E Sai Sucharitha		P KRISHNAVENI
4	**MINUTE TO MIC DROP**	Samhita T	T SAMHITA	MEGHANA
		Yellayakshi Bijji	GURUPREET SINGH	ANJANA
			Y SAI PAVAN	
			APARAJITA RAJA	
5	**WEB PAGE DESIGNER**	Gurupreet Singh	HANSA	HANISH
		Suraj Raju		
6	**FASTEST TYPER**	Madhur Nimmagadda	C SAI AVINASH	B A ANIRUDH KUMAR
		Aparajita Raja		

Basic Sciences

Sno	Event Name	Organizer Name	Winners	Runners
1	**Applantis**	Kaushik	Manvitha	Anuhya
		Anagha	Anusha	Pravallika
			Jyothsna	
2	**Code - Geek**	Surya	Vishnu Peesapati	Koushik S.
		Nishanth		
3	**Enigma - Code**	Mihirsolanki	P.Nani	Durga Prasad
		Vishnu P	Mohammed Saif Allauddin	
4	**Hypo-Hackathon**	Nikhil Pavan	Mohsain Dashti	Mohammed Saif Allauddin
		K Thriveni		
5	**Power-Anima**	Srikar. P	Y.Chetan Reddy	P.Nani
		Rounak. M		
6	**Pro-Blind**	Srinivas rao chavan	Jayesh Kaza	Suluguri Rohith Reddy
		Ojesvi C kanumuri		
7	**Ro-Wars**	Saif	Afreed Hussain	Sarfaraz
		Pavan		
8	**Stegano Champ**	N.K.SHALINI	Srikar Pasula	Surya
		K.GAYATHRI	Mihir Solanki	
			Vishnu Peesapati	

Gokaraju Rangaraju Institute of Engineering and Technology

Department of Information Technology

Income Expenditure Statement

Income			Expenditure	
IT	17050		Expenses from IT	2400
CSE	14010		Expenses from CSE	1665
Mech	1050		Expenses from Mech	240
Civil	2600		Expenses from Civil	520
EEE	6000		Expenses from EEE	1400
ECE	4640		Expenses from ECE	1200
BS	3600		Expenses from BS	900
			Posters, Flexes	750
			Batteries, Inaugural	850
			T Shirts	17250
			Photos, Covers	450
			Certificates	14300
			Stamps,Markers	950
Income	**48950**		**Expenditure**	**42875**
Balance			**6075**	

Dr. Y. Vijayalata
HoD-IT

Y. J. Nagendra Kumar
Convener x-Kernel 17

X-KERNEL '17

Certificate of Organization

This certificate is awarded to

Mr. Y. Jeevan Nagendra Kumar

in recognition of his/her exceptional service as Convener for
X-Kernel, Organized by Department of Information Technology,
Gokaraju Rangaraju Institute of Engineering & Technology on 7th and 8th of April 2017

Dr. Y. Vijayalata
HoD-IT

Dr. Jandhyala N Murthy
Principal

Gokaraju Rangaraju Institute of Engineering & Technology
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Y. J. Nagendra Kumar	Dr. Y. Vijayalata	Dr. Jandhyala N Murthy
Convener	HoD-IT	Principal

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Convener	HoD-IT	Principal

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