



We Make You Shine
St. JOSEPH'S INSTITUTE OF TECHNOLOGY
(An Autonomous Institution)

St. Joseph's Group of Institutions

OMR, Chennai - 119



NATIONAL LEVEL TECHNICAL SYMPOSIUM

CONOSCENZA- CYBERTRIX'25

EVENT DETAILS

HUFF N' LOGIC

Welcome to "**Huff N' Logic**" — where the world of code collides with a hint of enchantment. Channel your inner wizard as you and your team journey through three spellbinding rounds packed with logic, strategy, and technical trials. From deciphering arcane problems to crafting clever solutions, each challenge is a test of wit and collaboration. In this realm, it's not charms or potions — it's pure problem-solving magic.

Event Rules:

1. **Team Composition:** Participants must collaborate in pairs (1–2 members per team). Even the best wizards need a reliable partner in a duel of logic.
2. **Fair Play:** Plagiarism will be strictly monitored and dealt with firmly. Only original spells — we mean, solutions — shall be honoured.
3. **No Cross-Team Communication:** Teams must work independently. Any unauthorized discussion between teams is strictly prohibited — think of it as an enchanted barrier between common rooms.
4. **Final Authority:** The judge's decision is final and binding. No room for counter-charms or appeal spells.

Round 1: SpellCheck Scrolls (Technical MCQs)

In this time-bound challenge, participants will be handed a scroll filled with enchanted multiple-choice questions covering programming concepts, logical reasoning, and code patterns. Think of it as your OWLs — only faster and trickier. The Sorting Scroll will evaluate the scores, and the most promising wizards and witches will qualify for the next round.

Round 2: The Curse Breaker's Code (Debugging Challenge)

The next trial begins in the dungeons, where participants must fix a cursed number generator — each version hexed uniquely for every challenger. Alongside it lies a set of sneaky debugging puzzles meant to test your eye for detail and logical precision. Only those skilled in breaking code curses shall advance to the final chamber.

Round 3: The Room of Requirement (Surprise Round)

A surprise event shrouded in mystery, much like the ever-changing chamber at Hogwarts. In true wizarding spirit, the details of this magical round will be revealed only at the moment it is most needed. Participants must be ready to embrace the unexpected, relying on their instincts, creativity, and a touch of enchantment to navigate the challenge.

Only the top 3 spellcasters who rise above the rest will be crowned the champions of this final, spellbinding round.