**Terms and Conditions**

1. Event manager must ensure that all participants are properly oriented an hour before the competition.
2. The competition will be done in groups. Each group will have two (2) participants. A maximum time of thirty (30) minutes is allocated per group to fix the bug. Anyone in the batch who exceeds the time limit will automatically be disqualified from the competition.
3. If either of the pc/software is not working he/she will be given another PC to work on.
4. The event manager will signal the start and press the timing device.
5. The participants will proceed to their individual work space to start the practical work.
6. Accessing information online/locally are strictly not allowed and will lead to disqualification.
7. After bug fixing is complete, the participant must ensure that they save their work and handover the files to the event manager.
8. Judging of the programs will be done when all participants have completed their work.

1. The 1st and,2nd place winners are determined. In case of a tie, the competitors will compete against each other for a tie-breaker round decided by the judges.

The decision of the judge is final and irrevocable.