

**B M S COLLEGE OF ENGINEERING**  
**(Autonomous under VTU, Belgaum, Approved by AICTE,**  
**Accredited by NAAC)**  
**Bull Temple Road, Basavanagudi, Bangalore-560019**

# **PHASE SHIFT 2015**

**19<sup>th</sup> to 20<sup>th</sup> September 2015**

Department of Information Science Engineering  
BMS College Of Engineering, Bangalore

# Logic Bomb

## Introduction:

Logic bomb was a timed event with three levels. The participants were provided with a computer which had IDE on a running clock. There were three levels (easy, medium and hard ). The participants were required to pick a chit to get a coding problem from a level of their choosing. For easy level, time was 7 minutes and medium 15 minutes and hard 25 minutes were given to complete.

## Registrations:

Total registrations: 70

Total participants: 60

## Event Summary:

The event was held on the second day of Phase Shift, 20th September, 2015. The event was held from 11 A.M. onwards at the ISE lab. Logic bomb was a timed event with three levels. The participants were provided with a computer which had IDE on a running clock. There were three levels (easy, medium and hard). The participants were required to pick a chit to get a coding problem from a level of their choosing.

If the participants solved the problem in the designated time, they won. We expected quick witted coding enthusiasts to come and take part in this event. This event was expected to test the time management skills of the participants and their ability to find a smart solution and think on their feet.



The turnout was more than what we had expected. A total of 70 people registered and 60 turned up for the event. 11 out of the 60 who participated actually won. ( 7 in easy, 2 in medium and 2 in hard ). The event went on smoothly without any hassles.

We received a positive feedback from all the participants. Almost everyone mentioned that they had a good experience and they realized their shortfalls in time management. Therefore our agenda for the event had succeeded. It was a great experience for the coordinators as well.

# Feedback

