



KIT's College of Engineering, Kolhapur

(An Empowered autonomousinstitute)

Department of Computer Science and Engineering

ACTIVITY1

Activity:	Logo-Making Competition
Date:	17th August to 22nd August 2024
Coordinator Name:	Mr. Anesh Kshirsagar
Participated students:	85

Introduction

To celebrate the 25th anniversary of the Department of Computer Science and Engineering, a logomaking competition was organized to involve students in creating a visual identity that symbolizes the department's growth and success over the past two and a half decades. The competition, which ran from **17th August to 22nd August 2024**, aimed to engage students in showcasing their creativity and to foster a sense of pride and unity within the department.

Objective

The primary objective of this competition was to design a logo that would represent the essence of the CSE department, its integration of computer science and engineering, and its 25-year journey of excellence. The competition encouraged students to explore creative design while reflecting the values of the department.





Event POSTER.

Competition Guidelines

The competition followed specific guidelines to ensure the quality and originality of submissions. Key guidelines included:

- **Submission Format**: All entries had to be submitted through a Google Form, with logos in Full HD PDF format.
- Logo Specifications:
 - \circ $\,$ The logo was required to be in high resolution.
 - A white background was mandatory for the design.
 - Participants were prohibited from using AI tools for logo creation, and the design had to be entirely original.
 - The theme of the logo was to reflect the integration of computer science, engineering, and the celebration of 25 years of the department.

•Design Elements:

• The logo had to be relevant, simple, versatile, and unique.

• Colours and typography were required to be professional and evoke appropriate emotions.

•Participation and Prizes:

- Multiple submissions from the same participant were not accepted.
- Participants had the option to edit their submission before the due date.
- All participants received certificates, and the top three winners were awarded prizes.

Judging Criteria

The logos were judged based on the following criteria:

- 1. **Relevance**: The extent to which the logo reflected the department's values and the milestone of 25 years.
- 2. **Simplicity**: The design had to be simple, clean, and memorable.
- 3. Versatility: The logo's adaptability across different mediums, sizes, and formats.
- 4. Uniqueness: The originality and distinctiveness of the design.
- 5. Colour and Typography: The use of colours and fonts to evoke appropriate emotions and maintain legibility.

Participation

A total of **85** students from various academic years and divisions participated in the competition. The competition witnessed enthusiastic involvement from students, who submitted creative logo designs.

Winners

After a thorough evaluation by the judge consistingMr. Vaibhav Gaikwad Sir ,the following three participants were declared winners:

- 1. Prathamesh Tambekar
- 2. HadinoamanMakandar
- 3. Aishwarya Soundatti

Each of the winners was awarded a trophy.

Success and Impact

The logo-making competition successfully achieved its goals of engaging students in a creative and meaningful way. The competition fostered a strong sense of pride among participants for the department's 25-year milestone.

Key Success Highlights:

- **Creativity and Originality**: The competition inspired participants to think outside the box and produce unique, high-quality designs. The logos reflected both the technical and creative aspects of computer science and engineering, as well as the historical significance of the department's 25 years.
- **Engagement**: Students across multiple academic years participated, bringing together a wide range of perspectives.
- Visibility and Future Use: The winning logo will be used for various department celebrations, publications, and digital media, giving it long-term visibility and importance in

representing the department. This provides a lasting legacy for both the competition and the department's 25th-anniversary celebration.

• **Skill Development**: Students were able to refine their design and conceptualization skills, learning about the importance of elements such as simplicity, versatility, and relevance in logo design.

The competition also had a significant impact on the department's outreach efforts, as it sparked conversations and ideas for further collaboration between students and the department in creating visual identities and other digital assets.

Conclusion

The 25th-anniversary logo-making competition was a resounding success, meeting its objectives of fostering creativity, celebrating departmental milestones, and enhancing student involvement. The originality and thoughtfulness demonstrated by the participants underscored the rich talent present within the CSE department.

Through this competition, students were able to contribute to a visual legacy that will represent the department's values, growth, and achievements for years to come. The winning logos, chosen based on relevance, simplicity, versatility, and uniqueness, will serve as a powerful reminder of the department's journey over the past 25 years.

The organizing committee expresses sincere gratitude to all participants, judges, and supporters who made this event possible. The competition not only honored the past achievements of the department but also set the stage for future creative endeavours and collaborations within the CSE community.

Activity:	Unlockthe Powerof LaTeX:A live Hands-On Workshop
Date:	06 th September2024
Time:	9:30 AMto4:30 PM
Venue:	Online-Webex Platform
CoordinatorName:	Mr.AneshKshirsagar
PresentAudience:	CSE Third year Students

ACTIVITY2

Expert Details:	SwateeNikam-Yewale Ma'am, director of Pramila Infosoft, working on projects local and international since last 8 years. She has a vast
	experience about LaTeX and has guided students and professionals, by helping them enhance their skills.

Introduction

On6thOctober2024,TeamACSESoftheComputerScienceandEngineering(CSE)department successfullyorganizedaworkshoponLaTeX.Thesessionwasconductedbyouresteemedguest speaker, Mrs. Swatee Nikam-Yewale, known for her expertise in academic writing and technical documentation. The workshop commenced at 10 AM, following a brief introduction of the guest speaker, which was delivered by Siddhi Shah, Secretary of ACSES. This informative session provided participants with a comprehensive understanding of LaTeX, aiming to enhance their technical writing skills for academic and professional purposes.

Objective

The primary objective of organizing this online workshop on LaTeX was to equip students with essentialskills increating professional-quality documents, which are indispensable for a cademic and research work. LaTeX is widely used in preparing reports, theses, research papers, and presentations, making it a critical tool for students as they advance in their academic journey.

By introducing LaTeX to third-year students, the workshop aimed to prepare them early, ensuring they are proficient indocument creation and technical writing well before they enter their final year. This proactive approach will enable students to efficiently manage thei

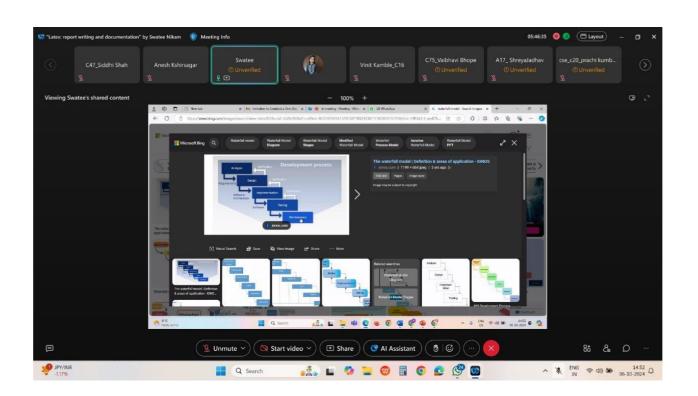
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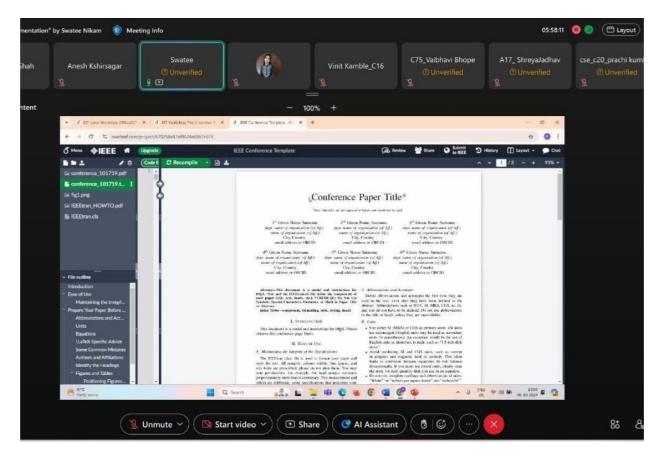
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- 2. Part1:
 - 10to11:30-abouttheIntroductiontoLaTeXandlearningitsbasicfunctionalities. 11:45 to
- 3. Part2:
 - 1:35 Project Report Writing using LaTeX.
- 4. Part3:
 - 2:45to4:00-IEEEPaperwritingusingLaTeX. 4:00 to
- 5. Part4:
 - 4:30 QnA Session.

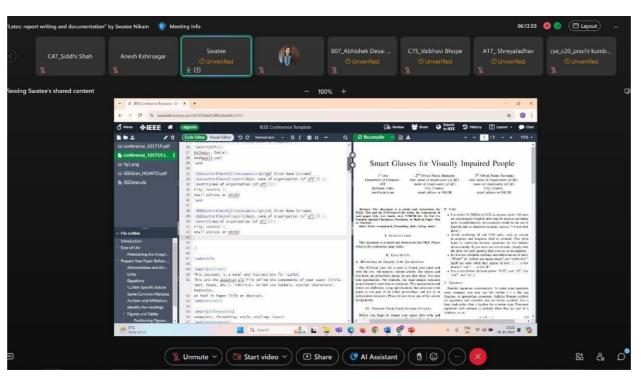
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IEEEPaper'sDiscussion:





KeyTopics Covered:

1. IntroductiontoLaTeX:

This session introduced participants to the basics of LaTeX, covering its structure and fundamental commands for formatting text, creating sections, and adding tables and figures. Students learned how to set up LaTeX ontheir systems and explored online platforms like Overleaf. The goal was to familiarizeparticipants with the LaTeX environment and its advantages over traditional word processors.

2. ProjectReportWritingusingLaTeX:

This part focused on using LaTeX to create academic project reports. It covered how to structure reports with title pages, tables of contents, sections, and references. Students were also introduced to managing citations using tools, as well as formatting tables and figures. The session aimedtopreparestudentstocreatewell-organized, professional reports that meet academic standards.

3. IEEEPaperWritingusingLaTeX

In this session, participants learned how to format research papers using IEEEtemplatesinLaTeX.Thesessioncoveredkeyaspectslikesettingup the document, handling figures and equations, and managing citations. Students were guided through the structure of an IEEE paper, including abstractwritingandbibliographymanagement,makingiteasiertoprepare papers for conference and journal submission

Successand Impact

The LaTeX workshop organized by Team ACSES was highly successful, engaging students and providingessentialskillsintechnicaldocumentpreparation.Byintroducingthird-yearstudentsto LaTeX, the workshop prepared them to create professional-quality project reports and IEEE papers. The interactive Q&A session further clarified participants' doubts, ensuring they could confidently apply their newfound knowledge. Overall, the workshop significantly enhanced students' technical writing abilities, benefiting their academic and professional pursuits.

Conclusion

The LaTeX workshop successfully equipped students with vital skills in document preparation andtechnicalwriting.LedbyMrs.SwateeNikam-Yewale,thesessionsprovidedpracticalinsights intousingLaTeXforprojectreportsandIEEEpapers.Participantswereencouragedtocreatetheir resumes using LaTeX, reinforcing the importance of mastering this tool for professional documentation.

Additionally, students were instructed toutilize LaTeX for documenting their miniproject reports, ensuring they apply the skills learned during the workshop. This hands-on approach not only enhances their technical writing capabilities but also prepares them for future academic and professional challenges.

ACTIVITY3

Activity:	Figma Workshop Report
Date:	15 th September 2024
Time:	9:30 AM to 11:30 AM
Venue:	Digital Lab, Library, KITCOEK
Coordinator Name:	Mr. Anesh Kshirsagar
Present Audience:	7
Conducted By:	Dheeraj Vaswani, Design Team Head

Objective:

The primary objective of the workshop was to introduce students to the fundamentals of Figma, a powerful design tool, and demonstrate the use of additional resources for designing collaboratively. The session aimed to equip design team members with the skills required to create professional-level designs and collaborate effectively on design projects using Figma.

Workshop Overview:

The Figma workshop, led by Design Team Head Dheeraj Vaswani, focused on familiarizing team members with the key features of Figma. The session began with an introduction to the basics of Figma and gradually moved towards more advanced techniques, such as adding effects and customizing designs.



Key Topics Covered:

- Figma Basics: Introduction to creating shapes, applying colors, borders, and effects.
- **Design Resources:** Guidance on using external resources to enhance designs, such as:
 - **Elements & Fonts:** Resources like Google Fonts to improve typography.
 - **Colors:**Color palette tools including:
 - HTML Color Codes
 - Color Hunt
 - My Color Space
 - **Images/SVGs**: Utilizing Freepik and Unsplash for free images and illustrations.



Hands-On Activity:

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A collaborative design board for ACSES Design 24-25 was created on Figma. This activity allowed students to experience real-time collaboration, enhancing their ability to work together on design tasks remotely.

Tools and Resources Demonstrated:

- Design Software:
 - Figma
 - Canva
- Color Selection Tools:
 - HTML Color Codes
 - Color Hunt
 - My Color Space
- Text and Font Resources:
 - Google Fonts
 - TextStudio
- Image and SVG Resources:
 - Freepik
 - Unsplash



Success and Impact:

The workshop successfully achieved its objective of familiarizing students with Figma, as team members gained confidence in navigating the tool and using it for various design purposes. The creation of a collaborative board was particularly impactful, allowing students to apply the skills learned during the session. Students were introduced to multiple tools and platforms that will aid them in their future design endeavors.

Conclusion:

The Figma workshop was well-received by all attendees, who expressed enthusiasm for the hands-on learning experience. The workshop not only introduced students to Figma but also demonstrated how to leverage external resources to enhance their design capabilities. The creation of a collaborative design board for ACSES Design 24-25 marked the beginning of a shared workspace where students can continue to collaborate on future projects. Overall, the workshop fulfilled its goal of empowering students with essential design skills.

ACTIVITY4

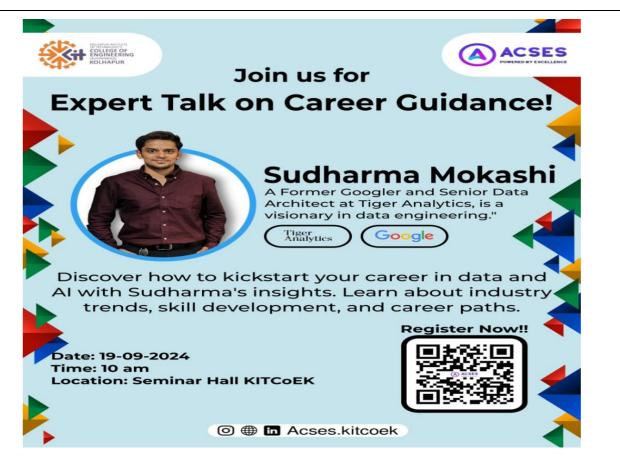
Activity:	Expert Talk On Career Guidance
Date:	19 th September 2024
Time:	9:45 AM to 11:45 AM
Venue:	Central Seminar Hall,KITCOEK
Coordinator Name:	Mr. Anesh Kshirsagar
Present Audience:	120
Expert Details:	Mr. Sudharma Mokashia seasoned architect at Tiger Analytics with expertise in Google Cloud Platform, Amazon Web Services, and data engineering.

Introduction

On September 19, 2024, the ACSES Team hosted an insightful event titled "Expert Talk on Career Guidance," led by the distinguished Mr. Sudharma Mokashi. This session focused on exploring career opportunities in Artificial Intelligence (AI) and Data Science within the field of Computer Engineering. With extensive experience in data science and analytics, Mr. Mokashi shared his expertise on various topics, offering valuable guidance to attendees about career paths in AI and Data Science. The event aimed to inspire students to proactively engage with technological advancements and develop the skills necessary to succeed in these evolving fields.

Objective

The Expert Talk aimed to provide students with insights into career opportunities in AI and Data Science, highlighting essential skills, industry trends, and practical tools for success. It focused on guiding students in career planning, emphasizing hands-on experience through projects, internships, and certifications to enhance their professional growth.



Agenda for the Guest Lecture

Duration: Approximately 90 minutes *Audience*: Second-Year, Third-Year, B.Tech students and ACSES members.

- 1. Introduction by Anchor (5-10 min)
 - The session started with a warm welcome by the anchor, who introduced the esteemed guest, Mr. Sudharma Mokashi, providing a brief overview of his professional achievements and expertise.

2. Introduction by Host (5-10 min)

- The Head of the Department or faculty coordinator officially welcomed the speaker, offering insights into Mr. Mokashi's career journey and highlighting his significant contributions to the fields of data science, AI, and cloud computing.
- 3. **Q&A Session** (60-90 min)

The session was divided into four parts, each focusing on different aspects of Mr. Mokashi's expertise:

- **Part 1: Career Path & Experience** Mr. Mokashi shared his personal journey, discussing the challenges he faced, the skills he acquired, and the milestones that shaped his career in AI and data science.
- Part 2: Data Engineering and AI Overview An in-depth explanation of the differences between data engineering and data science, and how both fields play critical roles in modern technology.
- Part 3: Tools and Techniques

The importance of practical skills, including an overview of essential tools like AWS,

Amazon RDS, S3, and coding platforms like HackerRank for enhancing problemsolving skills.

• Part 4: Roadmaps and Career Guidance

Guidance on how to build a strong foundation in AI, including recommended learning resources, certification programs, and the value of internships and project-based learning.

4. Conclusion and Final Remarks (5-10 min)

• The session concluded with closing remarks from both the HOD and the faculty coordinator, summarizing key takeaways and highlighting the importance of the knowledge shared. Attendees were encouraged to apply the insights gained from the session to their career planning and professional growth.





Flow of the Program

- Guest Arrival (9:45 AM)
- Session Start (10:00 AM)
- Main Session (10:00 AM 11:15 AM)
- Open Q&A Session (11:15 AM 11:45 AM)
- Refreshments for Attendees (11:45 AM)

Key Topics Discussed

Mr. Mokashi's talk covered a broad range of topics essential to career development in AI and Data Science. The key points discussed were as follows:

- 1. **AI: Pros and Cons** A discussion on the benefits of AI in enhancing productivity and solving everyday problems, while also addressing concerns about its impact on the job market.
- 2. **Data Engineering vs. Data Science** A clear distinction between the two fields, detailing the roles and responsibilities associated with each.
- 3. **Practical Skills and Tools** Recommendations on coding platforms like HackerRank for problem-solving practice and an overview of tools like AWS, Amazon RDS, and S3.
- 4. **Statistical Foundations** The importance of probability and statistics in building machine learning models was highlighted.
- 5. **Cloud Computing-** Insights on the scalability offered by cloud computing and its significance in modern data solutions.
- 6. **Career Roadmap in AI** A structured approach to building a career in AI, starting with foundational data engineering and data science concepts before advancing to AI.
- 7. Learning and Development Resources Suggestions for online certifications and courses in AWS, Google Cloud, and machine learning, along with the importance of developing a portfolio.
- 8. **Internships and Projects** The ideal timing for internships and the value of practical experience over CGPA were discussed in detail.

- 9. **Student Engagement** Encouragement for students to engage in external events and focus on problem-solving to build tangible projects.
- 10. **Q&A Session** Mr. Mokashi answered questions about portfolios, programming languages, and strategies for early career development, specifically recommending SQL and Python.





Success and Impact

The event successfully provided students with a deeper understanding of AI, data science, and the career paths available in these fields. Mr. Mokashi's expertise not only helped clarify technical concepts but also inspired participants to be proactive in pursuing relevant educational and career opportunities. His emphasis on practical skills, and real-world projects motivated attendees to apply their knowledge and build a strong foundation for future success.

Conclusion

The "Expert Talk on Career Guidance" delivered by Mr. Sudharma Mokashi was an enriching experience for all attendees. His engaging presentation and wealth of knowledge provided valuable guidance on career development in AI and data science. The practical insights and resources shared during the session encouraged students to take proactive steps towards building successful careers in these fields. The event concluded on a positive note, with participants feeling better equipped to navigate the complexities of the modern job market and leverage AI and data science opportunities in their professional journeys.

ACTIVITY5

Activity:	Functional Programming Workshop
Date:	15 February 2024
Time:	9:45 AM to 4:30PM
Venue:	CSE Lab 3,4,5 and 6
Coordinator Name:	Mr. Anesh Kshirsagar
Present Audience:	Third Year Students
Expert:	Mr. Nilesh Miskin

Introduction

The Department of Computer Science and Engineering organized a Functional Programming Workshopon February 15, 2025, conducted byMr. Nilesh Miskin. The objective of theworkshop was to introduce students tofunctional programming concepts, techniques, and their real-world applications, which are highly relevant forplacements in tech companies. The sessionemphasized pure functions, immutability, recursion, and functional constructs that help in writingclean, efficient, and scalable code.

Objective

The primary goal of this workshop was to:

- Help students understand the differences between imperative and functional programming.
- Introduce the concepts of pure functions, immutability, declarative programming, recursion, and higher-order functions.
- Provide hands-on practice with functional programming in Elixir.
- Enhance problem-solving skills for interviews and competitive programming.
- Demonstrate real-world applications of functional programming in modern software development.

Flowofthe Program

- GuestArrival(9:45AM)
- SessionStart(10:00AM)
- Main Session (10:00 AM 12:55 PM) Introduction to functional programming, key

concepts, and theoretical foundations.

- Break (12:55 PM -1:45 PM)
- Hands-onSession(1:45AM 4:15 PM) Students implemented real-world problems using Elixir, focusing on recursion, pattern matching, and functional constructs.

Workshop Structure

1. Introduction to Functional Programming

Students explored imperative vs. declarative programming and the challenges of shared mutability and state management. They learned the benefits of functional programming, including readability, maintainability, testability, composability, parallelism, and caching.

2. Functional Programming Basics in Elixir

The session covered basic data types, arithmetic operations, Boolean and stringmanipulations. Students learned pattern matching and the Pin Operator (^), along withanonymous and named functions. They also worked with lists and maps, essential data structures in Elixir.

3. Advanced Functional Programming Concepts

Students explored pure functions, improving code predictability and testability. They learned tail recursion for performance optimization, higher-order functions and functional composition formodular code, and macros (case, cond, if) for control flow.

4. Hands-on Coding Exercises

Practical exercises included iterating over a list for personalized greetings, checking anagrams, recursive factorial calculation, summing numbers in a list using functional constructs, and formatted address printing with maps and pattern matching. These exercises reinforced key functional programming concepts.



Key Takeaways

By the end of the workshop, students gained:

- 1. A clear understanding of functional programming principles.
- 2. Experience with writing functional code in Elixir.
- 3. Improved problem-solving skills for coding interviews and competitive programming.
- 4. Knowledge of state management, recursion, and functional composition.
- 5. Practical exposure to pattern matching, anonymous functions, and immutability.

Student Feedback & Impact

Students found the session engaging and insightful, especially the hands-on exercises that helped inapplying functional programming concepts to real-world problems. Many students appreciated how the declarative approach simplifies coding and improves efficiency.

The workshop also helped students prepare for coding interviews where functional programming techniques are often tested, making it highly beneficial for placements.

Conclusion

The Functional Programming Workshopconducted by Mr. Nilesh Miskin was a great success. It provided third-year students with valuable knowledge and hands-on experience in an area that is increasingly important in modern software development. The event enhanced students understanding of functional programming principles, problem-solving abilities, and codingefficiency, preparing them better for future career opportunities.

The Department of Computer Science and Engineering looks forward to organizing more such sessions to bridge the gap between academics and industry requirements.

ACTIVITY6

Activity:	CodeWizard: Where Magic Meets Logic!
Date:	22February 2024
Time:	10:00 AM to 5:30PM
Venue:	CSE Labs, CAED Lab, IOT lab, Language Lab
Coordinator Name:	Mr. Anesh Kshirsagar
Present Audience:	590

A brief about the event:

On 22nd February, KITCOEK witnessed the grand event **CodeWizard**, organized by TEAM ACSES of the Computer Science and Engineering Department.

The inauguration ceremony took place at the Open AirTheater (OAT) at 10:00 AM. The event was inaugurated at the auspicious hands of our Chief Guest, **Ms. Shilpa Mahajani**, Senior Manager, HR, Cognizant Pune, along with **Mr. Sajid Hudli**, Chairman, KIT.

We were also honored by the presence of our Guests of Honor **Mr. Kaustubh Thanawala**, Campus Recruitment Partner, Cognizant Pune. **Ms. Muskaan Chitlangia**, Cognizant PuneAdding to the occasion were esteemed dignitaries**Mr. Dipak Chougule**, Secretary, KIT, **Mr. Sunil Kulkarni**, Trustee Director, KIT'S IMER, **Dr. Mohan Vanarotti**, Director, KIT's College of Engineering, Kolhapur (Empowered Autonomous).

The presence of these distinguished guests added prestige to the event, setting an inspiring tone for the participants.



The arrival of students was started by 9:00 am. The event commenced with the traditional Deep Prajwalan and Saraswati Pujan at 10:10 am.

With over 590+ registrations, Code Wizard surpassed expectations, drawing participants from various places and colleges nearby Kolhapur. This report aims to provide a comprehensive overview of the event, highlighting its key features, success factors, and the impact it has had on the college community.



Objective :

The primary objective of CodeWizard was to enhance participants' technical knowledge and



problem-solving skills, equipping them for future placement opportunities. The competition aimed to strengthen aptitude and logical reasoning abilities while improving puzzle-solving and algorithmic thinking. By fostering a competitive coding environment, the event encouraged students to engage in hands-on problem-solving experiences similar to technical interview challenges. Additionally, **CodeWizard** aimed to inspire creative thinking and optimization in coding solutions, helping participants develop the skills necessary to excel in real-world technical scenarios.

EVENT STRUCTURE & FLOW OF ROUNDS:

The **CodeWizard** event was meticulously structured into three progressive rounds, each designed to assess different aspects of problem-solving and coding skills. The competition followed a well-planned schedule to ensure smooth execution and participant engagement.

The event began with the arrival of participants at **9:00** AM, where navigators guided **Batch 1** participants to the waiting room (**CSCR03**) and **Batch 2** participants to the Open AirTheater (OAT). At 10:15 AM, all volunteers reported to their assigned labs, as per the Lab Allocation Schedule, to assist with the smooth execution of the rounds.

The first round, **Wizard's Quest**, was an **aptitude test** designed to evaluate logical reasoning, quantitative aptitude, and analytical thinking skills. Batch 1 attempted the test from 10:30 AM to 11:30 AM, followed by Batch 2 from 11:45 AM to 12:45 PM. This round consisted of 40 questions to be solved in 50 minutes. Once both batches completed the round, results were declared at 12:45 PM, and a shortlisting process for the second round was conducted. During this time, participants had a lunch break before proceeding to the next stage.

Following this, the second round, **Room of Riddles**, took place from **1:45 PM to 2:45 PM**. This round featured a mix of 15 puzzles and 10 pseudocode-based questions, challenging participants to think logically and apply programming fundamentals. After the round ended, results were compiled, and the shortlisted participants for the final round were announced at 2:45 PM.



The final round, **Goblet of Code**, was held from **3:10 PM to 4:10 PM**. This coding challenge required participants to solve six problems within 60 minutes, using C, C++, Java, or Python. The problems ranged from basic to advanced levels, testing their ability to write optimized and efficient

solutions. This round served as the ultimate test of their coding skills and logical problem-solving abilities.

The event concluded with the **Valedictory Ceremony** at 4:30 PM in CSCR03, where the winners were felicitated, and the efforts of all participants, volunteers, and organizers were acknowledged. This ceremony marked the successful completion of **CodeWizard**, celebrating the enthusiasm and talent showcased throughout the event.





Success and Impact:

Code Venture's success can be attributed to several key factors, chief among them being the meticulous planning and execution by Team ACSES. The team's dedication and attention to detail ensured a seamless experience for participants, from registration to the culmination of the event. Additionally, the unwavering support of the faculty and administration played a pivotal role in fostering an environment conducive to learning and innovation.

Moreover, Code Venture's impact extends beyond the event itself, serving as a springboard for future initiatives and endeavours. By nurturing the next generation of technical talent, Code Venture has reinforced KIT College's reputation as a hub for innovation and excellence in the field of computer science and engineering. The skills and insights gained through participation in Code Venture will

undoubtedly empower students to tackle real-world challenges with confidence and ingenuity, thereby shaping the future of technology and innovation.

Results and Valedictory Ceremony:

The Valedictory Ceremony commenced at 5:15 PM, marking the grand conclusion of the CodeWizard event. The ceremony was graced by esteemed guests, including Dr. Lingaraj Hadimani (Head of Department, Computer Science and Engineering Department), Prof. Anesh Kshirsagar (Faculty Coordinator, ACSES), Prof. Ranjeeta Pandhare (Faculty, CSE Department), and Prof. SameerPatil (Faculty, CSE Department). Alongside them, Ritesh Bakare (President, ACSES) ,Arya Mane (Vice-President, ACSES) and all faculty members were also present to celebrate the success of the event.



The ceremony began with the felicitation of the dignitaries, followed by an interactive session where **Dr. Lingaraj Hadimani** engaged with students, sharing valuable insights and words of encouragement. Subsequently, **Prof. Sameer Patil** shared his experiences and thoughts on the competition, appreciating the enthusiasm and efforts of all participants.

The much-awaited **results** were then announced, recognizing the outstanding performers of **CodeWizard**. The winners were:

- 1. Winner Mr. Ayush Kadam
- 2. 1st Runner-Up Mr. Alfaj Mulla
- 3. 2nd Runner-Up Mr. Jay D. Pawar

The ceremony concluded on a high note, with appreciation for all participants, volunteers, and organizers who contributed to the event's success. **CodeWizard** not only provided a platform for students to test and enhance their skills but also fostered a spirit of learning and competition, making it a memorable experience for everyone involved.



Conclusion:

The **CodeWizard** event successfully provided a dynamic platform for students to enhance their technical knowledge, logical reasoning, and problem-solving skills. Through its structured rounds—aptitude, puzzles, pseudocode, and coding—participants gained hands-on experience in tackling real-world coding challenges, preparing them for future placement opportunities.

The event witnessed enthusiastic participation and fierce competition, fostering a spirit of learning and collaboration. The insightful interactions with esteemed dignitaries and faculty members further added value to the event. The seamless execution of the competition, from the structured rounds to the final valedictory ceremony, highlighted the dedication and coordination of **TEAM ACSES** in making this event a grand success.

Overall, **CodeWizard** not only tested technical prowess but also encouraged innovative thinking and problem-solving abilities. The event concluded on a high note, leaving participants motivated and better equipped for future coding challenges and technical interviews.

