## **ACTIVITY REPORT**

(Event organized by the Data Science Club)

Name of the event: Programming event "Play to win".

**Date of the event**: 12<sup>th</sup> November, 2021.

Platform: Battlegrounds Mobile India (BGMI).

This event was in online mode. The basic purpose of this event was to check and increase the programming knowledge of the students. The questions related to programming languages were asked to the students and points were given for each question correctly answered. Limited time was given to the students to solve the questions. Exciting prizes were given to the winners of the event. It was the fun and technology-based event.

Each and every student put their effort for answering the questions. A fun game was also being played by the students. The logic to each and every question was explained to the students

In this event the questions related to most useable programming language like C++, C , Java Scriptwere included. All the students got the chance to show their ability and their understanding regarding these programming languages and various concepts of computer technology.

Not only the programming questions but also the questions related to core Computer Science subjects like Data Structure and Algorithms, Computer Networks, Database and management System (DBMS), Operating System were asked in this event. The students were asked the questions about how the data stores, how the data transfer from one computer to another computer, how the communication takes place between the two nodes and many more.

They were also asked the question about the hardware systems how routers, hubs etc work and what the uses of LAN, MAN, WAN are. In nutshell, the students got to know about how the whole computer system works.

Student Convener

Flyer (for sharing among students):

