



DEPARTMENT OF MCA

Report Submission: 23/07/2026

Semester: II		Academic Year: 2025–26		Venue: AI03F03-LR, AI032F04-LR, AIGS Block 2	
Event Date:	22/07/2026	Time:	10:00 AM to 12:00 PM	Duration:	02:00 Hours

TYPE OF EVENT: COMPETITION
EVENT NAME: THE JAVA ARENA

Target Audience:	II Semester MCA Students	Number of Participants:	71	Event Coordinator:	Narasimha Murthy G K
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Objectives:

1. To evaluate how confidently students apply core Java concepts such as classes, objects, and control flow while working through hands-on coding tasks under time pressure.
2. To sharpen analytical reasoning and algorithmic thinking by challenging students to break down problems and translate their logic into efficient, working Java code.
3. To nurture debugging discipline, attention to detail, and a spirit of friendly competition that motivates students to write cleaner and more reliable Java programs.

Program Introduction:

The Java Arena brought the MCA cohort together for a fast-paced, hands-on contest built around three rounds — Quiz, Rapid Fire, and Code. Rather than testing memorization alone, the event pushed students to reason through problems, answer under pressure, and build working solutions on the spot, turning classroom knowledge of Java into practical, exam-ready confidence.

Theme of the Event:

Think, Answer, Be the Genius – Test and sharpen your Java skills through Quiz, Debug, and Code challenges.



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Detailed Report:

The Java Arena was conducted by the Department of Master of Computer Applications (MCA) as a single, tightly-structured competition that moved students from theory to practice. Across the two-hour session, participants worked through a progression of three rounds that tested recall, quick thinking, and hands-on coding, giving each student a chance to measure their command of Java against their peers in a supportive but competitive setting.

The competition was successfully coordinated by Mr Narasimha Murthy G K with the active support of student coordinators Suprith, Bharath, Swastik, and Arman, who efficiently managed the event proceedings and ensured the smooth conduct of all competition rounds.

The contest was organised into three progressive rounds, each targeting a different skill, in keeping with the event's Quiz, Rapid Fire and Code theme. The first round, Java Quiz, was a rigorous fifteen-question test of advanced Java concepts and logical problem-solving ability. Each question carried a strict 90-second time limit within which participants had to select the correct option — rewarding those who truly understood how Java behaves, from data types, operators and class design to inheritance, exception handling and the collections framework, rather than those who had simply read the syntax.

The second round, Rapid Fire (Short Answers), was a high-energy team battle in which questions were presented one after another with a strict one-minute limit per question. Teams had to give concise, direct answers under pressure, and if a team failed to respond within the time limit, the question was instantly passed to the next team. The format tested quick technical recall and real-time strategic decision-making, keeping both players and audience on edge.

The concluding round, Cracked Coders, was a hands-on coding challenge in which participants solved programming problems within a fixed time window. Each contestant was given a set of coding tasks of increasing difficulty that drew on loops, conditionals, methods, arrays and basic object-oriented design. Solutions were judged on correctness, speed, and quality of code — handling edge cases and writing cleanly rather than merely making the program run — with the fastest and most accurate coders taking the top spots.

Participation was energetic throughout, with students staying engaged from the opening quiz to the final coding challenge. Beyond the technical gains in problem-solving and coding, the format demanded quick decision-making and disciplined time management, and the friendly rivalry between participants kept the energy high. In all, the event gave students a genuine opportunity to demonstrate their technical abilities and develop programming competencies essential for academic excellence and future careers in the software industry.



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Geotagged Photographs:



Pre-Competition Instructions to Participants



Students Participating in the Quiz Round



Rapid Fire Round



Java Short Answer rapid Fire round in Progress



Error Detection and Code Debugging Round

Outcomes:

1. Students gained practical fluency in Java by writing and correcting real programs under time constraints, rather than working only from notes and textbook examples.
2. The tiered rounds built stronger analytical habits, as participants learned to plan a solution, anticipate edge cases, and reason through code before committing to an answer.
3. Working against the clock and against their peers boosted students' confidence and left many keen to keep practising, better preparing them for placement tests and technical interviews.

Conclusion and Audience Feedback Summary:

The Java Arena met its goal of turning classroom Java into applied skill, giving students a memorable, hands-on way to test their coding, reasoning and debugging abilities across four escalating rounds. The competitive yet friendly format made the learning stick and left participants with a clearer sense of their own strengths and the areas they need to work on. Feedback from participants was strongly positive. Students particularly valued the variety across the rounds and the chance to code and debug under realistic conditions, and many suggested that similar contests be held regularly as part of their preparation for the software industry.

