



CodeNow- An Online Coding Contest Platform

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ABSTRACT

This paper describes a web based application for an online coding contest. There are a lot of students who do not know much about how we can improve their problem solving skills. This platform will give a healthy coding environment so that they can improve their skills. By this platform users can create coding contests and participate in the contest.

1. INTRODUCTION

Competition is growing quite rapidly, so to compete with such competition we need extra efforts in competitive programming. To provide a healthy local platform to an organization which will help students to gain knowledge about the programming world.

1.1 Overview

In colleges, students are not that much interested in competitive programming, due to lack of awareness and competitive environment. They do not have a local platform where they can compete with their college mates and that's why they do not get healthy competition.

1.2 Problem Statement and Objectives

In colleges, there are a large number of students and cars that enter through the main entrance everyday. To keep a record of the count of all the students and vehicles manually by a single person is a very tedious and time consuming task. Hiring people for this purpose is not a feasible solution.

2. REVIEW OF LITERATURE

Computer programming is the process of designing and building an executable computer program to accomplish a specific computing result or to perform a particular task. Programming involves tasks such as analysis, generating algorithms, profiling algorithms' accuracy and resource consumption, and the implementation of algorithms in a chosen programming language (commonly referred to as coding). The source code of a program written in one or more languages that are intelligible to programmers, rather than machine code, which is directly executed by the central processing unit. The purpose of programming is to find a sequence of instructions that will automate the performance of a task (which can be as complex as an operating system) on a computer, often for solving a given problem. Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.

3. METHODOLOGY

3.1 Design Phase

The main purpose of this project is focused on providing a platform for students, so that student can improve their problem solving skills through giving contests. Since, many Students don't know much about problem solving skills.

Keeping the above situation in mind, we have created a platform where user can create contest and participate in the contest. And judge their skills on the basis of ranking.

3.2 Implementation Phase

Project has a home page where the user enters into the site and login if he already created their account. Then if a user wants to create the contest then he can create the contest and host that contest on the site and participate in the contest. For running the code we have used our compiler in our local system. If the user participates in the contest then he can go the ranking where we can see the rank of him.

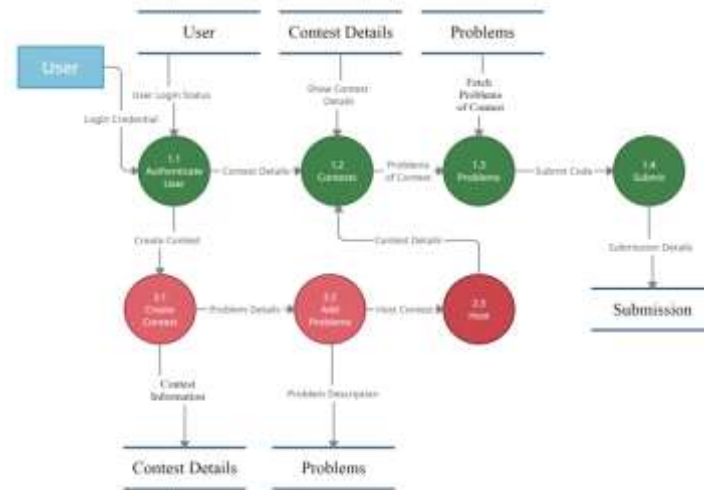


Fig 1.1: Online Coding Contest Platform Dataflow Diagram Level 1

4. RESULT AND DISCUSSION

The project is to help the students to explore the world of problem solving skills in coding. In this process students will learn many data structures and algorithms.

And students know the insight of coding.



Online Coding contest platform will be developed by using HTML, CSS, Bootstrap as front-end and Node.js & MongoDB database in back-end.

Online Coding contest platform will require a few steps to enter the contest. This platform is a lot easier to independently moderate the contest. Few steps, less effort and less people intensive.

The primary cost and effort will focus primarily on creating, managing and running a secure online portal for participants.

5. CONCLUSION

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Hence the online voting system make all the voting process fast and give security to the votes.

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