



LAKIREDDY BALI REDDY COLLEGE OF ENGINEERING

(AUTONOMOUS)

Accredited by NAAC with 'A' Grade,

ISO 21001:2018, 50001:2018, 14001:2015 Certified Institution

Approved by AICTE, New Delhi and Affiliated to JNTUK, Kakinada.

L.B.REDDY NAGAR, MYLAVARAM, NTR District, AP, India. 521230.

hodads@lbrce.ac.in, ads@lbrce.ac.in, Phone: 08659-222933, Fax: 08659-222931

DEPARTMENT OF ARTIFICIAL INTELLIGENCE AND DATA SCIENCE

Event Report on Line of Code 2026

Event Type : Codeathon
Date : 15.07.2026 to 15.07.2026
Venue : Data Science Lab, Admin Block, LBRCE
Name of the Convener : Dr. P. Bhagath, Head of the Department AI & DS
Name of the Coordinator(s) : Dr. D. Srinivasa Rao, Associate Ptofessor, AI&DS

Dr. B. Phani Krishna, Associate Professor, AI&DS

Mr. S .Siva Rama Krishna, Sr. Asst Professor, AI&DS

Mrs. K . Vinaya Sree, Sr. Asst Professor, AI&DS

Mr. K. Venkatesh, Sr. Asst Professor, AI&DS

Mr. K. Sudhakar, Sr. Asst Professor, AI&DS

Mr. S. V.V.D.Jagadeesh, Sr. Asst Professor, AI&DS

Targeted Audience : B.Tech III Sem AI&DS Students

Total No. of Students 96

Objective of the Event:

LINE OF CODE 2026 is a one-day coding hackathon organized by the Department of Artificial Intelligence and Data Science, Lakireddy Bali Reddy College of Engineering (Autonomous) in association with CIS and Spirit of AI. The event is designed to provide III Semester B.Tech. (AI & DS) students with a competitive programming platform where they can demonstrate their problem-solving abilities, logical thinking, and programming skills. Participants will solve a series of coding challenges of varying difficulty levels within a fixed time frame using standard programming environments (Turbo C for Windows and GCC for Linux). The hackathon promotes innovation, analytical thinking, collaboration, and coding excellence while encouraging students to build efficient solutions under time constraints. Outstanding performers are recognized with exciting prizes, motivating students to strengthen their programming competencies and prepare for future technical competitions and placements.

Learning Objectives:

The primary objectives of **LINE OF CODE 2026** are to:

1. Strengthen students' problem-solving and algorithmic thinking abilities.
2. Enhance programming proficiency through hands-on coding challenges.
3. Encourage students to develop optimized and efficient coding solutions.
4. Improve logical reasoning and analytical thinking under time constraints.
5. Promote competitive programming culture among undergraduate students.
6. Foster innovation, creativity, and computational thinking.
7. Prepare students for coding interviews, placement tests, and national-level hackathons.
8. Encourage discipline, professional ethics, and adherence to coding standards.
9. Build confidence in using programming languages effectively.

Program Structure:

The **LINE OF CODE 2026** hackathon is structured to provide participants with a complete competitive programming experience, beginning with registration and briefing, followed by multiple coding sessions of increasing complexity, and concluding with evaluation and prize distribution. The day is carefully planned to ensure that students remain engaged while demonstrating their logical thinking, programming skills, and problem-solving abilities in a time-bound environment.

- **08:45 AM – 09:00 AM | Reporting**
Participants report to the venue for attendance verification, identity card validation, system allocation, and a brief orientation regarding the event guidelines and coding environment.
- **09:00 AM – 09:15 AM | Briefing**
The organizing committee welcomes participants, explains the competition rules, evaluation criteria, programming environment (Turbo C/GCC), and code submission procedures.
- **09:15 AM – 11:00 AM | Coding Challenge – Round I**
Participants solve a set of foundational programming problems focusing on basic programming concepts, logical reasoning, and algorithm implementation.
- **11:00 AM – 11:15 AM | Refreshment Break**
A short break is provided for participants before proceeding to the next coding session.
- **11:15 AM – 01:00 PM | Coding Challenge – Round II**
Participants attempt intermediate-level programming problems involving arrays, strings, functions, recursion, searching, sorting, and basic data structures.
- **01:00 PM – 02:00 PM | Lunch Break**
Participants take a scheduled lunch break before the final round of the competition.
- **02:00 PM – 03:30 PM | Coding Challenge – Final Round**
The final session consists of advanced programming challenges that evaluate algorithm design, optimization techniques, data structures, debugging skills, and computational efficiency.

- **03:30 PM – 03:50 PM | Solution Evaluation and Result Compilation**

The organizing team verifies submissions based on correctness, execution efficiency, code quality, and successful completion of the assigned problems to finalize the rankings.

- **03:50 PM – 04:00 PM | Valedictory Session and Prize Distribution**

The event concludes with the announcement of winners, distribution of prizes to the top-performing coders, appreciation of participants, and a vote of thanks by the organizers.

Learning Outcomes

Upon successful completion of the hackathon, participants will be able to:

- Demonstrate improved coding and debugging skills.
- Apply data structures and algorithms to solve real-world programming problems.
- Write clean, optimized, and efficient programs within limited time.
- Improve logical reasoning and computational thinking.
- Gain practical experience in competitive programming environments.
- Develop confidence in tackling technical interview and placement coding rounds.
- Enhance decision-making and time management skills during programming contests.
- Understand the importance of writing error-free and maintainable code.
- Showcase individual coding talent and technical competency.
- Increase motivation to participate in higher-level hackathons and coding competitions.

Valedictory & Prize Distribution

The valedictory session was a grand culmination of the codeathon, celebrating both achievement and learning. The event was presided over by Principal Dr. K. Appa Rao, accompanied by Dr. P. Bhagath, HoD of AI&DS, and faculty members.

Conclusion

LINE OF CODE 2026 successfully serves as a platform to nurture programming excellence, logical reasoning, and innovative thinking among students. By engaging participants in a series of structured coding challenges, the hackathon encourages the practical application of programming concepts while fostering healthy competition, teamwork, discipline, and time management. The event not only strengthens student's technical competencies but also prepares them for coding interviews, placement assessments, and future national-level hackathons. Through this initiative, the Department of Artificial Intelligence and Data Science reaffirms its commitment to promoting experiential learning and developing industry-ready professionals capable of solving real-world problems through technology and innovation.

Gallery:



**LAKIREDDY BALI REDDY
COLLEGE OF ENGINEERING**
(AUTONOMOUS)
DEPARTMENT OF ARTIFICIAL INTELLIGENCE
AND DATA SCIENCE



IN ASSOCIATION WITH
CIS



SPIRIT OF AI
SOLVE. INC.

Presents

LINE </OF/> CODE 2026

A ONE-DAY CODING HACKATHON

BUILD SOLUTIONS. BREAK LIMITS. CODE THE FUTURE.

INNOVATE | DEVELOP | SOLVE | INSPIRE

DATE
WEDNESDAY
15-07-2026

TIME
9:00 AM –
4:00 PM

VENUE
DATA SCIENCE LAB,
ADMIN BLOCK

PARTICIPANTS
III SEMESTER
B.TECH. (AI & DS)

**TOP CODERS
WILL BE AWARDED
WITH EXCITING
PRIZES!**

HACKATHON INSTRUCTIONS

- Students must report to the venue by **8:45 AM** for attendance and briefing.
- Carry your **College Identity Card** for verification.
- The hackathon will consist of multiple coding challenges of varying difficulty levels.
- Internet and Wi-Fi connectivity will be disabled** throughout the hackathon. Participants are expected to solve all coding challenges without using any online resources.
- Participants using Windows systems must develop and execute their programs using **Turbo C**, while those using Linux systems must use the **GCC compiler**. No other IDEs or compilers will be permitted unless specifically authorized by the organizers.
- Any clarification regarding the problem statements should be sought only from the organizing team.
- Participants must maintain discipline and strictly adhere to all laboratory rules throughout the event.

**THINK.
CODE.
SOLVE. WIN.**

PAYMENT DETAILS

REGISTRATION FEE
₹ **50/-**

A SECTION STUDENTS
Pay to: Mrs. K. Vinaya Sree
PhonePe No: **8106131277**

B SECTION STUDENTS
Pay to: Mr. S. Siva Rama Krishna
PhonePe No: **9701152790**

★ Note: Payment must be done on or before **14-07-2026**.

CONVENOR
Dr. P.Bhagath
Head of the Department, AI&DS, LBRCE

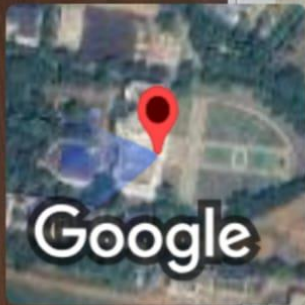
- Dr. D. Srinivasa Rao
- Mr. K. Venkatesh
- Dr. B. Phani Krishna
- Mr. K. Sudhakar
- Mr. S. Siva Rama Krishna
- Mr. S.V.V.D. Jagadeesh
- Mrs. K. Vinayasree

**ONE LINE CAN START A PROGRAM,
A THOUSAND LINES CAN CHANGE THE WORLD.**

Organized by Department of Artificial Intelligence & Data Science



GPS Map Camera



Mylavaram, Andhra Pradesh,
India 🇮🇳

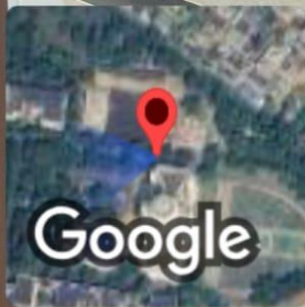
13-2, T R Nagar, Mylavaram, Andhra Pradesh
521230, India

Lat 16.749004° Long 80.634848°

Wednesday, 15/07/2026 03:55 PM GMT +05:30



GPS Map Camera



Mylavaram, Andhra Pradesh,
India 🇮🇳

32, 1raja Pet, Mylavaram, Andhra Pradesh 521230,
India

Lat 16.749554° Long 80.634651°

Wednesday, 15/07/2026 04:01 PM GMT +05:30








Convenor

Dr. P.Bhagath
HOD, AI&DS.