ACM-W Code in Tandem- Event Report

Date: *January 12, 2026*
Time: *1:30 PM - 3:30 PM*
Venue: *CSE Seminar Hall*

The SSN Student Chapter of ACM-W successfully organised Code in Tandem, a team-based coding competition and a continuation of last year's Triwizard Tournament, on 12th January 2026. The event was conducted from 1:30 PM to 3:30 PM at the CSE Seminar Hall and was open to students from all years and departments. A total of 11 teams participated in the contest.

Code in Tandem was designed to emphasise collaborative problem-solving under pressure through a unique paired coding format. Each team consisted of two participants, and the contest was divided into four 15-minute slots. During the first three slots, team members were not allowed to communicate in any form and were required to switch laptops every 15 minutes, compelling them to quickly understand their partner's thought process and continue the solution independently.

The problems were structured to assess both algorithmic thinking and practical development skills. Within each team, one member worked on a Data Structures and Algorithms (DSA) problem, while the other handled a development task. The development component involved either building a Goblet of Fire themed frontend application or creating a simple API/Server logic for a password management system. At the end of each slot, participants switched laptops, ensuring both members contributed equally and developed a shared understanding of the solutions.

In the final slot, participants were allowed to work together, enabling open communication, collaborative debugging, and optimization of their solutions. This phase highlighted the importance of teamwork after individual effort under constraints.

Overall, Code in Tandem was an engaging event that successfully tested participants' technical skills, adaptability, and ability to collaborate effectively under unconventional constraints. The competition also helped strengthen participants' computational thinking skills, as they were required to break down the problems quickly and adapt to new codebases during laptop switches. The competition provided a challenging yet rewarding experience for all participants.