

1. Chapter Information

University: Ain Shams, Faculty of Computer and Information Sciences.

Address: Khalifa El-Mamoun Street, Al-Abassya Square, Cairo, Egypt.

Chapter Name: acmASCIS - ASCIS stands for Ain Shams Computer and Information Sciences.

Chapter Website: <http://acmascis.org/>

Social Media:



2. Chapter officers:

Chairman - Ahmed Mohsen Hassan ahmedmohsen106@gmail.com

Membership Number: 6908868

Vice Chairman - Mahmoud Ali <mailto:mahmoud.ali.fcis@gmail.com>

Membership Number: 8350256

Secretary - Muhammad Alaa Afifi muhammadaifi@acm.org

Treasurer - Nour El-Rashidy elrashidyn@gmail.com

Membership Number: 1684916

Training Head - Nour El-Rashidy elrashidyn@gmail.com

Events Head - Amira Abdel-Khalq amira.abdulkhaleq@gmail.com

Publicity and Documentation Head - Youmna El-Hassaany yel-hassaany@acm.org

Media Head - Abdelrahman Othman ao.helal@outlook.com

Technical Head - Omar Moataz omarmoataz@outlook.com

Membership Chair - Youmna El-Hassaany yel-hassaany@acm.org

Faculty Sponsor - Dr. Khaled Bahnasy khaled.bahnasy@yahoo.com

Membership Number: 4218073

3. Chapter Description

“acmASCIS” chapter was founded in 2002 with the goal of spreading knowledge in CS field and building a scientific community that encourages students to seek science as a way of life. In order to do that, we generally host technical events and orientation sessions given by CS experts and mainly organize technical training programs and contests. In our training programs, we aim to train students to solve problems which allows them to compete in National and Regional contests and reach the world finals (ICPC). Number of the faculty students: **2500**.

acmASCIS Hierarchy :

The crew consists of President, 6 committees’ heads, 65 committees’ members, and 10 helpers.

1. **Training Committee:** Mentors a group of students of age 17-21 by teaching programming and problem solving in C++ language. The training program consists of 4 levels where a student get qualified to the next level by solving a set of problems in a contest held by the chapter.
2. **Events Organization Committee:** Responsible for planning different events and handling their logistics.
3. **Publicity and Documentation Committee:** Handles social media presence, and all documentations needed.
4. **Media Committee:** Creates graphic designs, such as posters, banners and certificates.
5. **Technical Committee:** Responsible for website updates, online technical support and any contests’ technical preparations.

Chapter Activities:

1. **Junior Training Program:**

Mainly for freshmen but students from different grades are free to join.
To be continued in summer vacation.

Based on a mentoring system, each training mentor is assigned a group of trainees having 2 roles:

1. Instruction: explaining new topics, solving problems, giving the group sheets of problems and following up with them.
2. Motivation: speaking about inspirational public figures in the CS field and how problem solving helped them in their careers. They also organize periodic contests that enthuse trainees to compete.

It's divided into two levels; at the end of each level, trainees will have to pass the evaluation contest(s), and achieve a defined overall performance throughout the training.

Training levels:

- a. **Level-1:**

- **Topics:**
 - Loops

- Arrays
- Binary Search
- STLs
- Strings
- **Trainees:** 1000
- **Fund:** Materials and Mentors: by the chapter.
- **Location:** FCIS-ASU.
- **URL:** <https://www.facebook.com/events/1200768406664198/>

b. **Level-2:**

- **Topics:**
 - Recursion and Backtracking
 - Dynamic Programming
 - Graph Theory
- **Trainees:** 40
- **Fund:** Materials and Mentors: by the chapter.
- **Location:** [Designopia Zone](#).
- **URL:** <https://www.facebook.com/events/697189010463394/>

2. **Crew Training**

To maintain the quality of training, mentors also have their own, in order to keep up with the standards through solving problems on several topics.

- **Topics:**
 - Dynamic Programming
 - Disjoint-Sets Data Structure
 - Segment Trees
 - Basic Game Theory
 - Basic Number Theory
- **Trainees:** 25
- **Location:** FCIS-ASU.

3. **Problem Solving Contests**

Held regularly to qualify the trainees to the next level or train them for the ACM contests. Trainees take part in contests that simulate the ICPC. The number of participating trainees is ever-increasing and their passion truly remarkable.

a. **Local Contest**

A contest to qualify Ain-Shams contestants to the ECPC.

- **Teams:** 27
- **Fund:** Materials and Catering: by the chapter.
- **Location:** [Slice n Dice Gaming](#).

- **URL:** <https://www.facebook.com/events/538575923017097/?ti=CL>

b. **Level-1**

- A contest that qualifies the trainees from level 1 to level 2.
- **Trainees: 75**
- **Fund:** Materials and Catering: by the chapter.
- **Location:** FCIS-ASU.
- **URL:** <https://www.facebook.com/events/772985719521759/?ti=CL>

c. **Level-2**

A contest determines if level 2 trainees are qualified to continue their training.

- **Trainees: 26**
- **Fund:** Materials and Catering: by the chapter.
- **Location:** [Y Solutions](#) Company
- **URL:**
https://www.facebook.com/8956593988/photos/?tab=album&album_id=10155996523938989

d. **Weekly Contests**

Weekly Contests for the trainees to improve their problem-solving skills.

- **Trainees: 135**

4. **What's CS?**

The academic year start with it. Through it we introduce CS fields, problem solving, ACM organization & contests. To avoid routine, and succeed at attracting people, we demonstrate all this by a short play, written and directed by us and funny games.

- **Attendees: 700**
- **Fund:**
 - Materials and Speakers: by the chapter.
 - **Location:** FCIS-ASU
- **URL:** <https://www.facebook.com/events/1833217000244752/?ti=click>

5. **Assembly Contest**

Held at the college under supervision of the assembly course staff, we were responsible for the organization and media coverage.

- **Attendees: 220**
- **Fund:**
 - Materials: by assembly staff
 - **Location:** FCIS-ASU
- **URL:**
https://www.facebook.com/8956593988/photos/?tab=album&album_id=10155613291173989

