

St Lawrence College Coding Contest Rules

THE SETUP

General Contest Information

The contest will consist of six problems to be solved in 3 hours: from 9:30 am to 13:30 pm. It will be held in the Innovation Hub at St Lawrence College in Kingston. All problems will be distributed at the start of the contest. Only one copy of the problem set will be given to each team.

The contest will be divided into both an in person and a remote competition, with separate prizes in each category.

For remote contestants, the problems and solution outputs will be emailed to the coach one hour in advance, so that the coach can print one copy of the problems for each team.

Inspiration for this contest comes from the ECOO CS Programming Contest. Past questions (excellent resource) can be found at: https://ecoo.org/ecoo-cs/#tab-tb_syr5807-1

Registration

Please register as soon as possible (for either remote or in person)

Team Makeup

A team consists of no more than 4 members, each a full-time student of the same school. Team coaches are responsible for ensuring correct team makeup. Teams may compete with fewer than four members, but this may be a disadvantage to the team.

Team Workstation

Each team is responsible for bringing and setting up their equipment for their workstation, which consists of:

- one computer with a USB port
- one monitor
- one keyboard
- a power bar and/or a sufficient number of extension cords
- you may use non-programmable hand-held calculators and personal language translators (e.g., French to English, Mandarin to English...)
- all other electronic devices are forbidden (e.g., phones, PSPs, ...)

Languages

The contest can be written in any programming language.

Books and Resources

Teams are allowed to bring with them any printed or digital resource they like. Digital resources must be stored and accessed on the Team Workstation. Electronic communication is not allowed during the competition. This includes any kind of communication that involves an internet, cell phone or satellite link. Coaches are advised to collect cell phones and make sure all wireless services on the Team Workstation are disabled.

Come Early

Teams must arrive at the contest site early to set up their workstations prior to the beginning of the contest. Allow 30-45 minutes for finding the workstation site and setting it up.

Coaches' Participation

Coaches must advise their team about the rules and expectations concerning team conduct during the competition. Coaches must be responsible for team membership, transportation, supervision and workstation (equipment and supplies). Coaches will also be invited to participate as judges.

For those participating remotely, the coach will need to act as judge for their team and report their results as teams complete questions. A link to a live scoreboard will be provided (this will be projected at the in-person event and it is suggested that remote coaches also project the scoreboard at their site).

Accessibility and Accommodations

Please contact the organizers prior to the competition if any member of your team requires special accommodations in order to be able to participate. Every effort will be made to accommodate all team members.

THE PROCEDURE

Contest Procedures

All teams will be given one copy of the problem set (consisting of 6 problems) to solve during the 3 hour period and a score sheet. When a team feels that it has a correct solution, the team will indicate to the judge that they are ready for scoring by holding up the colour-coded problem sheet. If a team has a question about one of the problems they will hold up the colour-coded problem sheet and say "question." A judge will come over and answer the question.

A judge will approach and mark the time on the score sheet and hand over a USB drive containing the test data. Team members will insert the drive into their machine and optionally copy the input file into their computer.

The team's program will read the test data. After the program has started, there is to be no further student/computer interaction unless specifically directed by the problem to do so. The resulting output will be compared with the judges' solution sheet and a score will be assessed by the judge based on the number of correct answers created from the program. If a perfect score is not obtained on the first attempt, the judges are permitted to show the team the correct solution. For more detail, take a look at some of the examples.

Executing the program

The following rules apply in general to all problems. Actual problem descriptions may give more specific directions which would override or add to the following.

Follow the problem description carefully. Judges are using it to judge your program. All data are to be read from data files. The data files will be called DATA11.txt, DATA21.txt, DATA31.txt, and DATA41.txt for the first submission for the respective problem. The data files will be called DATA12.txt, DATA22.txt, DATA32.txt, and DATA42.txt for the second submission for the respective problem. Groups must be careful to have the correct data file name in their program. A failed run as a result of an incorrect file name is the only option the judge has. No opportunity to change the file name for a FIRST submission will be given.

Teams are responsible for the creation of their own test data. This test data should satisfy your team that your algorithm (solution) can handle all stated and implied data situations.

Efficiency techniques may be a factor on some problems. Any successful program execution must be fully completed within 30 seconds of execution time. Any test cases not completed within those 30 seconds will receive a mark of zero.

Computer technology, being what it is, has a tendency to "crash" at the most inopportune time. Make sure you save and back up your programs while writing them in case of electrical or hardware problems. The team is responsible for any backing up or re-booting that may be required due to equipment failure.

Decisions of the judges are final. All concerns are to be resolved before the announcements of final standings at the end of the contest.

Remote Contest

For those teams competing remotely, the team coach will be grading their teams solutions. After each solution, the coach will submit to results form: the team number, the number of correct outputs, and the time of completion. These results will be compiled centrally for the remote competition.

EXAMPLES

Contest Scoring

Each problem earns points in three areas.

Program Task Points:

Each question is worth 100 points. Most questions have ten outputs.

Perfect Run Points:

If the first run is perfect, an additional 10 points is added to the score. These points are not granted on a second attempt.

Time Points:

1 point is added for every 5 minutes a problem is handed in early. Time Points are recorded **ONLY** if at least some Program Task Points are earned. For the following examples, assume a contest began at 10:00 am.

Example #1:

If a team submits a correct solution to a problem on their **FIRST** try at 11:17 am.

For this problem the team earns:

100 for a PERFECT solution

10 for a PERFECT first run

+ 20 for Time Bonus Points (1pm - 11:17am = 103minutes /5 = 20)

130 Total Points (100+10+20)

Example #2:

If a team submits a solution with 8 of 10 output values being perfect at 11:23 am.

80 for a partially correct run (8 out of 10)

0 There would be zero Perfect solution points

+19 for 97 minutes of remaining time

99 Total Points

Example #3:

If the team had submitted using Example #2 above and would like to resubmit, the score would be calculated as follows. Assume that on the second set of test data (not the same as the first set of test data) they had only 6 of the 10 output values correct at a time of 12:00 pm.

For this problem the team's previous score for this problem is cancelled (including time points) and the team would earn:

60 for a partially correct run (6 out of 10)

0 A second run is not perfect

+12 for 60 minutes of remaining time

72 Total Points

Example #4:

If the team had submitted according to Example #2 above and resubmitted with a perfect solution at 11:45 am. For this problem the team's previous score for this problem is cancelled (including time points) and the team would earn:

100 for a perfect solution

0 A second run is not perfect

+15 for 75 minutes of remaining time (1pm - 11:45am = 75minutes /5 = 15)

115 Total Points

Note: These rules have been adapted from the ECOO-CS Programming Contest Rules.