

Competitive Programming

The Competitive Programming module tests participants' algorithmic thinking and coding efficiency through a series of timed problem-solving challenges. Emphasis is placed on logic, optimization, and correctness under time constraints. This module is designed to sharpen problem-solving speed and precision.

REGISTRATION - PER TEAM MEMBER	
Early bird	Normal
PKR 700	PKR 1500
TEAM SIZE	1-3 Members

PRIZE POOL	
TOTAL - PKR 50,000	
Winner	PKR 35,000
Runner Up	PKR 15,000



Competitive Programming Guidelines

Competition Overview:

- This competition is designed to assess participants' algorithmic thinking, problem-solving ability, and coding proficiency in a competitive programming environment.
- The event consists of a single continuous round lasting 3 hours, during which teams will solve a set of programming problems of varying difficulty. All teams will compete simultaneously under the same conditions.
- The competition will be conducted using an online judging platform. Participants will be allowed to use approved IDEs, as specified by the organizers. All teams must complete registration prior to the start of the competition.
- Problem statements will be released at the start of the competition, and teams may begin submitting solutions immediately.

Competition Format:

- Number of Rounds: 1
- Total Duration: 3 Hours
- Participation: Team-based (team size as per registration)
- Submission: Online judging platform
- Coding Environment: Organizer-approved Online IDEs

Competition Rules:

- Teams may use only the following programming languages:
 - C
 - C++
 - Java
 - Python
- Only registered team members are allowed to participate. Each team account must be used exclusively by those members.
- Team members may collaborate internally during the competition.
- Participants may use only the online IDEs approved or provided by the organizers.
- ICPC-style TRD is allowed; no other material is permitted.
- Use of standard libraries is permitted.
- Internet access will be restricted. Teams must not rely on external online resources during the competition.
- Each problem will have specific time and memory limits that must be met.
- Submissions are judged automatically. Possible verdicts include:
 - Accepted
 - Wrong Answer
 - Time Limit Exceeded
 - Memory Limit Exceeded
 - Runtime Error
 - Compilation Error

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- Teams may submit multiple times per problem. Only the best submission will be considered for scoring.
- Scoring is based on the number of problems solved and the time taken. Faster correct solutions receive higher scores.
- Incorrect submissions may incur time penalties, as defined by the judging platform.
- Any attempt to cheat, plagiarize, hack, or disrupt the system or other teams will result in immediate disqualification.
- All work must be original and completed exclusively by the registered team members.
- No extensions will be provided for any reason, including technical difficulties.
- The decision of the judges and organizers is final and cannot be challenged.