

4.4 Persistence

All registration, temperament test, and RCD status information **MUST**₁₄₂ be stored in persistent storage and must survive system shutdowns and crashes intact. M 142

4.5 Session timeout

Sessions **MUST**₁₄₃ time out after one hour, both at the UI level and the webservice level. M 143

4.6 Integration

No integration with other systems is required. Where calls to other services are required, they are performed by the user's browser by following a URL supplied by the system. Where calls from other systems are required, they are the other system's responsibility and have to be performed via the web service interface.

4.7 Programming style

All identifiers and comments in the source code and helper files **MUST**₁₄₄ be in English. M 144

Each source code file **MUST**₁₄₅ be documented at least globally (purpose, called by). M 145

Each non-trivial public program element (such as a method) **MAY**₁₄₆ be documented (purpose, usage). m 146

5 Rules for development

5.1 What is allowed

During the contest you may:

- Use any language, tool, middleware, library, framework, and other software you find helpful.
- Reuse any piece of any pre-existing application or any other helpful information you have yourself or can find on the web yourself. Anything that already existed the day before the contest started is acceptable.
- Use any development process you deem useful.
- Ask the organizer (who is acting like a customer) any question you like regarding the requirements and priorities (see 5.4).

5.2 What is not allowed

During the contest you may not:

- Disturb other teams in their work.
- Send contest-related email to people not on your team or transfer the requirements description (or parts thereof) to people not on your team.
- Have people from outside of your team help you. (This includes reusing work products from other teams.) There are two exceptions to this rule: (1) you may use answers of the customer as described in Section 5.4 and (2) you may use user-level preview feedback as described in Section 5.3.

5.3 User feedback: The blog

m 147

During the contest, teams MAY₁₄₇ showcase intermediate versions of their PbT service to obtain user-level comments and feedback. To do this, host your PbT service on your development server, open it for public access, and post a notification in the Live Contest Blog as described below.

Users can then comment on your PbT prototype regarding functionality, defects, usability etc. The teams are allowed to use this user-level feedback for improving their system. They are not allowed at this stage to post source code or to use information from outsiders that is on the code level.