Competition Rulebook

Nott-A-Thon: Lovelace
2022

OCTOBER 23

Institution of Engineering &
Technology Student Chapter
University of Nottingham Malaysia

University of
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Table of Contents

Competition Objectives

1 To provide a platform for students to inter-connect, collaborate, and expand their network within the global field of technology.

2 Expose participants to a new environment to enhance their coding skills.

3 To encourage healthy competition among participants while challenging them to utilise critical and creative thinking.

4 To strengthen the participants' soft skills such as teamwork, communication, as well as time and pressure management.

5 To enhance the students' participation in activities outside of their studies which develops their personal growth

Itinerary

#To be modified

Competition Name   : Nott-A-Thon: Lovelace
Date   : 12/02/2022 to 13/02/2022
Time   : 3.00pm (Saturday) to 11.30am (Sunday)
Platform   : HackerRank.com | Microsoft Teams

Time	Agenda
12/02/2022 to 13/02/2022	
3.00 p.m.	Competition starts
5.00 p.m.	Submission closed
31st January 2021 (Sunday)	
11.00 a.m.	Results announcement

Competition Rules

Registration

a. Participants can join the competition in a team of three.
b. Participants must register using the signup link by 1st February 2022.
c. Participation fee is RM 30 per group. Whether there are only 1 or 3 members in a group, the fee is fixed.
d. Participation fees are to payable to IET UNM's Treasurer

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Low Jia Yi
205090445852
Affin Bank Berhad
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e. Please upload your transaction slip when registering in the google form.
f. An email will be sent when your payment is received. If you do not receive reply, kindly contact mobile number: +6012-696 8068.
g. Participants who fail to register will not be eligible for prizes and rewards, and no certificate will be issued.
h. Groups must be formed by the participants.
i. Each group must submit a representative account username for submission, read further below.
j. Please ensure the submitted username is correct. Wrong usernames that result in disqualifications will not be refunded.

Platform and Timeline
k. The competition will be hosted on HackerRank.
l. The competition will run for 2 hours, from 1500hrs to 1700hrs on 12th February 2022 (Saturday).
m. Submissions outside of the competition time will not be considered.
n. Each group must create a HackerRank account which will be used for code submission.
o. Only ONE submission account per team. Submissions on multiple accounts will NOT be consolidated.
p. Groups must submit the HackerRank username of the representative account when registering.
q. Accounts that do not match the submitted username will not be considered.
r. Programing languages allowed:
    i. C
    ii. C++
    iii. Java
    iv. Java 8
    v. Kotlin
    vi. Python 2
    vii. Python 3
s. Run time limits for each language can be found at this link. https://www.hackerrank.com/environment/languages
t. Participants are expected to familiarize themselves with the platform beforehand.

u. Participants are allowed to use standard libraries that are available in HackerRank. You can refer to the following link.
https://www.hackerrank.com/environment/languages
*NOTE: Library list for Python 2 & Python 3, IS INCORRECT. ONLY PYTHON STANDARD LIBRARIES ARE INSTALLED. Refer to https://docs.python.org/3/library/

Foul Play

v. Groups found to have violated the Foul Play Clauses in part 6 will be disqualified.

w. Please contact efyjl10@nottingham.edu.my to report any foul play.

x. The organizers reserve the right to disqualify any group for unacceptable conduct or violates any of the rules stipulated in this document.

Technical Support

y. Before the competition, please email your queries (if any) to efyjl10@nottingham.edu.my

z. During the competition, you can contact the organizers on Discord, via this link https://discord.gg/KpGVGqbyQg

aa. Do not share your codes or solutions in the competition Discord server

bb. No compensation/refunds/time advantage/point advantage will be given for any technical issues.

cc. Please ensure you have a stable internet connection for the entire duration of the competition.

Questions

dd. There are seven challenges / questions throughout competition
   i. 3 Easy questions worth 10 points each.
   ii. 3 Medium questions worth 20 points each.
   iii. 2 Hard questions worth 30 points each.

ee. 5 test cases are set for easy and medium questions.

ff. 10 test cases are set for hard questions.

gg. Participants are free to choose the sequence of answering.

hh. Successfully answering each test case will grant points.

ii. Please refer to part m. for the run time duration for each programing language.

s-CPD Points

jj. 4 s-CPD points are claimable for this event for applicable students from University of Nottingham Malaysia.

kk. Ensure your Library-ID provided during registration is accurate.

Prizes and Rewards

1st Prize	RM 1200/group
2nd Prize	RM 600/group
3rd Prize	RM 300/group
Consolation (4th and 5th)	RM100/group

*Electronic (Digital) certificates will be issued to all participants, including all winners.

Judging Criteria

a. Winners will be decided based on points scored on HackerRank.

b. If multiple teams have the same score, the following criteria will be used as tiebreakers in order:
   i. Submission time of the last completed question (earlier submission wins).
   ii. Number of Hard questions scored (higher score wins).
   iii. Number of Medium questions scored (higher score wins).
   iv. Number of Easy questions scored (higher score wins).
   v. Question knock-out (the first team who answers a question wrongly (did not score full) loses).
   vi. Team registration time (earlier registration wins).

c. Only points scored on the registered representative account will be considered.

d. The organizers reserve the right to disqualify any team which violates any of the rules stated in this document.

Foul Play

a. Do NOT attempt to sabotage/hinder/suppress/handicap other groups in any way.

b. Do NOT share the competition link out to non-participants.

c. DO report any configuration/platform/setup issues you encounter to the organizers.

d. Actions that go against the sportsmanship of the competition such as match-fixing/bribery/protests are strictly forbidden.

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