DEBUGGING

General Rules:

- Individual Participation (No Teams).

- Internet access is strictly prohibited.

- Use of mobile phones, smart watches and any external storage device is not permitted.

- You are not allowed to use any code editors with LSP (Language Server Protocol) support and other debugging capabilities. Only use very basic text editors. (Eg. Notepad, Notepad++, Gedit, Vim, Neovim, etc)

- Use of AI and other assistive tools are strictly prohibited.

- Use of Online language documentation is allowed.

- Any participant who are found violating these rules will be disqaulified.

- The decision of the judging panel is final.

Contest Guidelines:

- Each Participant will receive a set of programs with syntax, logical or runtime errors. And each question will have a statement with it that describes the expected output.

- The participant is required to identify the bugs, fix it and ensure that the program produces the expected output.

- The compiler or Interpreter and other necessary tools used to run the programs will be provided by the organizers.

- The Participant is required to specify the problems they have found in the program in the form of comments at the top of the program.

- The submitted program should be neat, readable and have good formatting.

- The participant should submit the finished program within the time constraint. Late submissions will not be accepted.

Score Allotement:

Criteria	Score
Correct identification of bugs	30%
Correct fixing of bugs	40%
Correct Output	20%
Code Readability and Formatting	10%
Total	100%

Early submissions will get bonus scores.

Penalties:

If any of the following is found in your program then marks will not given for that.

- Infinite Loop

- Runtime Crashes

- Hardcoded Output

- Changing Program Logic

Malpractice will lead to instant disqaulification.

Winner Selection:

- Highest Total Score Wins.

Tie Breaker:

In the event of a tie in total scores, the following criteria will be applied until the tie is resolved.

- <u>Time taken</u>:
  The participant who completes and submittes the programs in the least amount of time will be ranked higher.

- <u>Number of correctly debugged programs</u>:
  The participant who has successfully debugged more programs with correct output will be given preference.

- <u>Compilation Attempts</u>:
  The Participant with Fewer compilation attempts will be ranked higher.

- <u>Tie Breaker</u>:
  If the tie still exists then a tie-breaker challenge will be conducted where the participants will be given a short program and will be provided 5 to 10 min. The first to identify the bug and fix it will be the Winner.