Computer Contest Level 1 Outline

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1 Course Summary

The Computer Contest Level 1 course teaches basic contest programming, including algorithms, logic, and techniques needed to succeed in programming contests. Some programming experience is required.

Programs Used: Any compiler, C++/Java preferred
Age Range: Grades 9-12
A working laptop is required for this course (any operating system).

1.1 Outline

- Conditionals
- Loops
- Arrays and Strings
- Sorting
- Data Structures
- Graph Theory and Recursion

2 Evaluations

2.1 Assignments

Homework is assigned weekly, to be due the next week. Each assignment is worth 5%, for a total of 40%. Assignment completion is critical to applying course material. Assignment submission/feedback is online. Assignments are not taken up in class unless a request is made.

2.2 Quizzes

Quizzes are held every two weeks in class. Each quiz is worth 5%, for a total of 20%. Quizzes are designed to evaluate conceptual knowledge of course material. Answers are taken up in the following class.

2.3 Tests

Tests are held monthly in class. Each test is worth 20%, for a total of 40%. Answers are taken up in the following class.

3 Marking Scheme

- Assignments - 40%
- Quizzes - 20%
- Tests - 40%

4 Contact

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