Competition numero uno.

This contest is designed to be accessible to members who come from various levels of programming. As such, we will attempt to divide up teams in a fair manner. This contest is not to prove who is the best (I mean all competition does that,) but rather to give all members a taste of what the type of questions are like. I also have “prizes,” these come out of pocket, so you better appreciate them like you would appreciate a friend.

For this competition, we will be utilizing questions from a few different places. Given that, we must manually check answers and keep track. Along with manual checks the rules will work as follows:

* Each question will be assigned a point number
* Solving a question first will be the tie breaker if two teams solve the same questions or score the same points. E.g. one team solves all questions but 1 faster then the opponent, since the opponent solved the same questions faster, that team will be awarded the win.
* You are allowed access to the java documentation, but stack overflow or other google resources are prohibited. Please be honest.
* You are not allowed to communicate with the other team about questions until both sides claim they are finished or the competition ends.
* Once you have a positive result, you will call a judge and they will accept the answer and write the result on the board.
* Any failed attempts will go unnoted.
* You will be allowed to use any code you generate, that includes code from previous questions. This does not include any code on your machine, it must be directly generated for the contest.
* We’ll try to run for about 2 hours, but may (if it takes a while to start) only do 1 ½

Tips:

* Split up the work: Give a question to each member and have them solve on paper before writing the solution in code.
* Figure out who will be the primary coder, this person should be familiar with the syntax as well as all necessary data structures.
* If you decide not to have a single coder, be prepared to swap seats.
* Ask for help, even if someone is working on a different question, breaking from the question to help can free you from the stuck in the sand feeling.
* Overall, take it slow, faster submissions mean more points, but correct answers are better.

Questions:

Algorithms:

<https://www.hackerrank.com/challenges/a-very-big-sum> - 1 point

<https://www.hackerrank.com/challenges/camelcase> - 1 point

<https://www.hackerrank.com/challenges/insertionsort1> - 1 point

<https://www.hackerrank.com/challenges/insertionsort2> - 2 points

<https://www.hackerrank.com/challenges/icecream-parlor> - 2 points (This question is difficult because of the description, be careful)

Data Structures:

<https://www.hackerrank.com/challenges/print-the-elements-of-a-linked-list> - 2 point

<https://www.hackerrank.com/challenges/insert-a-node-at-the-tail-of-a-linked-list> - 2 point

Competition questions:

<http://faculty.ycp.edu/~dhovemey/contest/ccsce2016-contest.pdf>

Question 1: 1 point

Question 2: 3 points

Question 4: 6 points (this is a pretty big one, if you have experience game programming it’s easier.)