



# 12<sup>TH</sup> IT SKILLS OLYMPICS

The IT Innovators' Gauntlet: Forging Ahead the Future of Technology



## JAVA PROGRAMMING

Discord (Participants and Coordinators) and Zoom (Judges). **ONLINE** competition.

### MECHANICS:

1. There shall be three (3) rounds: Easy, Average, and Difficult (2 items per round).
  - a. Easy Round - 10 points each (items 1-2)
  - b. Average Round - 20 points each (items 3-4)
  - c. Difficult Round - 30 points each (items 5-6)
2. Contestants are not allowed to converse with anyone except for their partner and committee heads designated by the contest coordinator.
3. Each team will be provided with an online **Google Docs file** for real-time source code sharing with their partner.
4. The teams will have two (2) hours to work on six problems.
  - a. The programming language of the contest will be **JAVA**.
  - b. **Notepad** is the only text editor allowed and codes will be run only using the **command prompt**, assuming that each participant has Windows as their operating system.
  - c. The use of any IDE (e.g. Eclipse, IntelliJ IDEA, Visual Studio) is not permitted.
  - d. Participants must have a **stable internet connection** for full engagement and a stress-free experience.

### Programming Phase (ONLINE):

- e. The use of any type of gadgets, aside from the designated workstation, is **NOT ALLOWED**.
  - f. Web cameras of the participants shall be **turned ON** throughout the entire contest.
5. Teams will notify their marshal/s or committee head/s upon completion of a problem by saying "Done" and raising both of their hands.
  6. After completing a question and submitting it, the team will be provided with a **Google Drive link** by the category heads where they can upload their solution. While waiting for the judges about the correctness of their solution, the team may continue to answer other questions.

### CRITERIA FOR JUDGING:

1. Each round is assigned a point value based on its difficulty level:
  - a. Easy Round: 10 points per item
  - b. Average Round: 20 points per item
  - c. Difficult Round: 30 points per item
2. Teams will earn points only if the judges deem their solutions correct.
3. Teams will be ranked based on the number of problems they have successfully solved. In case of a tie, the teams involved will engage in a "do-or-die" elimination round.



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4. The following information will be recorded for the elimination round:
  - a. Correctness of output
  - b. Time taken to solve the problem
5. Ultimately, the judges will be responsible for determining tiebreaker rules.
6. The team with the highest rank will be declared the competition winner.

