.NET PROGRAMMING USING C#

PARTICIPANTS: Two (2) participants in a team

PLATFORM: Discord (Participants and Contest Coordinators), Zoom (Judges)

- Must be participating in **no more than one** competition for IT Skills Olympics 2023.
- To participate in the **online competition**, participants must possess their own personal computer, which can be either a desktop or a laptop, to be used throughout the contest proper.
- Must have a stable internet connection for full-engagement and stress-free experience.
- Participant registration is available until **15th of November**.
- Registered participants/team cannot be replaced on the day of the event.
- Attend briefing/orientation prior to the event.

MECHANICS:

1. All team members must attend the following contest activities:
   - Opening Ceremony
   - Contest Proper
   - Awarding/Closing Ceremony

2. Number of Participants: T**wo (2) members per team.**

3. **Required developer tools:**
   a. Programming language will be C#.
   b. Notepad is the only text editor allowed, assuming Windows OS.
   c. Codes will be run only using the CMD, assuming Windows OS.
   d. C# .NET SDK

4. **Challenge Tiers:**
   a. **Easy Level (5 points):** Participants are allotted 20 minutes to address two problems, equating to 10 minutes dedicated to each individual problem.
   b. **Average Level (10 points):** Participants are allotted 30 minutes to address two problems, equating to 15 minutes dedicated to each individual problem.
   c. **Difficult Level (20 points):** Participants are allotted 50 minutes to address two problems, equating to 25 minutes dedicated to each individual problem.
   d. **Tie Breaker:** If there is a tie among the participants, the winner will be determined based on the timestamp of their submission on Google Drive.

5. The following files must be submitted to the Google Drive link provided by the contest coordinator.
   .cs: C# source code files.

   a. **.zip or .rar:** Compressed folders containing the C# source code files.

6. Runs refer to solutions to problems that have been submitted for judgment. A judge grades each run as approved or refused, and the findings are communicated to the team.

7. **Programming phase:**

a. An online Google Docs file for real-time collaboration (source code sharing) between partners will be provided via Google Drive.

b. Participants are required to join the discord server provided by the contest coordinator. The discord link will be given to the participants in advance.

c. To ensure transparency and accountability, all participants are required to use their real names as their usernames on the discord server. Pseudonyms or nicknames are not permitted.

d. Participants are required to present their screen and have their cameras turned on during the entire competition, allowing the contest coordinator to monitor their workspace to ensure fairness.

e. Participants are not allowed to use any additional devices, including smartphones, tablets, or other computers, during the contest. This restriction will be strictly enforced, and violations may result in disqualification.

f. Participants are not allowed to converse with anyone except members of the team and personnel designated by the contest coordinator.

g. Each participant is required to complete the assigned problem before proceeding on to the next one. Participants must upload their solution files to the provided Google Drive link in order to continue.

h. A team may be disqualified by the contest coordinator for any activity that jeopardizes the contest such as distracting behavior and other improper activities.

i. Contestants may submit a clarification request to a judge to assert ambiguity or inaccuracy in a problem statement. If the judges unanimously agree that there is an ambiguity or inaccuracy, a clarification will be sent to all participants.

CRITERIA FOR JUDGING:

1. Problems will be categorized as Easy, Average, and Difficult.

EASY	AVERAGE	DIFFICULT
5 POINTS	10 POINTS	20 POINTS

2. The team will be given the maximum point's equivalent as stated in the scoring per category if and only if the program will produce correct output and with correct logic.

3. In consultation with the judges, the contest coordinator determines the winners of the contest.

4. The contest coordinator and judges are empowered to adjust for or adjudicate unforeseen events and conditions.

5. Judges' decision is final.

6. Teams are ranked according to the most problems solved.

7. For the purposes of awards, teams who solve the same number of problems are ranked by least total time.

8. The total time is the sum of the time consumed for each problem solved.

9. It is the responsibility of the contest coordinator to specify any additional tie-breakers.

10. The tie-breaker policies must be announced to contestants before the contest.