

PClassic Information, Rules, & Schedule

The [Philadelphia Classic](#) (“PClassic”) is a four-hour programming competition held each semester at the University of Pennsylvania. It is open to students in grades 9-12 at public or private high schools, or (for home-schooled students) of equivalent age. If you have any questions, please email us at organizers@pclassic.org!

Each team consists of up to four participants. Schools may, and are encouraged to, bring multiple teams. Each school must be accompanied by a coach or chaperone. Please contact us if there is any issue with that.

Each team **must bring a laptop** which is setup for Java or Python programming. If a team can’t bring their own, they should contact us to see if arrangements can be made.

PClassic Fall 2019 will take place in the Penn Engineering Quad on **Saturday, November 23rd, 2019**. A map with parking locations and the competition building can be found [here](#) (If you have trouble viewing it try logging out of your google apps for education account). Upon arrival, teams should enter through the **Levine Hall entrance**; it has big glass doors, and there will be signage to help find it.

Schedule

9:15	Arrival & registration begins. Mingling & light breakfast.
10:00	Tech talks
11:00	Registration for teams not attending a morning talk
11:30	Kickoff assembly; set up, practice problem submission, get ready to go
12:00	Competition begins, lunch distributed to teams as they work shortly after
4:00	Competition ends. Short Q&A panel with Penn CS students.
4:30	Awards

Contest Format

- Teams of up to four
- Four hours of competition time
- Two divisions
 - Novice, for first-year computer science students only

- Standard, for all others
- 8-10 questions for each division, adjusted for difficulty & time limit
 - Some more difficult Novice questions may overlap with some less difficult Standard questions
- All programming is to be done with Java or Python
- Submission and scoring will be done with our online submission system

Permitted

- One Java, Python, or Computer Science textbook for reference
- Referring to Javadocs (specifically: [Java 8](#)) or equivalent Python 3 documentation
- One computer, set-up for Java or Python programming
 - We recommend IntelliJ for Java!
- Using the internet for problem submission

Not Permitted

- Use of electronic devices other than the team's computer
- Use of multiple keyboards (e.g. to enable multiple teammates to code independently)
- Getting help during the contest from people other than your teammates
- Use of the internet for anything else not explicitly permitted above

Scoring

- One point per question answered correctly
- Total number of submission attempts is used as a tiebreaker if necessary
- No partial credit, but in the event of an incorrect submission, teams will be given information on the nature of the failure

Though grading is done automatically, all submissions can be reviewed by a human judge. If a team feels that an error has occurred in the grading of their submission, they may petition a judge for a review. Apart from this petition, all decisions by a judge are final. Furthermore, proctors will be available to answer any questions about usage of specific software or for limited clarification of the contest questions.

Please note that these rules are subject to change. We will aim to make any substantial rule changes in advance of the competition so there is no confusion on the day of.