

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 pclassic@gmail.com!

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 set up for Java programming. If a team can't bring their own, they should contact us to see if arrangements can be made.

PClassic Spring 2014 will take place in the Penn Engineering Quad on **Saturday, April 26th, 2014**. A map with parking locations and the competition building can be found [here](#). Upon arrival, teams should enter through the **Levine Hall entrance**; it has big glass doors, and there will be signage to help find it.

We are running some intro-level interactive “tech talks” in the morning. Topics are to be determined. Students can choose one to attend. We hope for these talks to help students get into software development and programming beyond the scope of classrooms and competitions. We strongly encourage schools to come early enough to attend these, but teams who wish to skip the morning talks due to travel time can arrive later in the day.

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	Set up, practice problem submission, get ready to go
12:00	Competition begins, pizza 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
- Submission and scoring is done with the [PC^2 system](#)

Permitted

- One Java or Computer Science textbook for reference
- Referring to Javadocs (specifically: [Java 6](#) or [Java 7](#))
- One computer, set up for Java programming (We recommend Eclipse!)
- 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.