

Hacker Academy Dev Dojo - March 7th

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Introduction

Dev Dojos are programming competitions put on by Hacker Academy. They've ranged from groups of themed questions to Scalatron battles. You can check out some past contests at www.hackeracademy.org/dojo.

For March 7th's contest, you'll be solving 5 general programming questions of varying difficulty.

Preparation

You will need to have an account on www.hackeracademy.org to participate in the contest. You can make one ahead of time if you do not have one already. For the contest, you will need to know how to process various forms of text input. Input may be divided by new lines, spaces, or other characters. It is advisable that you know how to deal with this in your language of choice before starting the contest.

Difficulty

This contest was designed to be approachable, for the most part, for people with little to no programming experience, with a couple of challenges for the more seasoned coding veterans. Please give us feedback on the difficulty!

Rules

The contest will become available on our website on March 7th at 1:00 pm. The questions will be posted online, along with sample input and output. For each question, you will be given input, and you must enter the correct output for that input into a text field on our website. You can use any language you wish. If you are competing for the top 3, you must show that your code solves the fourth and fifth problems (if they are required to place in the top 3).

Teams

You are allowed to participate with a team of any size, but only individual competitors are eligible for prizes for the top 3. Feel free to bring a friend who is newer to programming and help them on the side. You can ask Hacker Academy execs who aren't competing for help/suggestions too! This will also make you ineligible for the top 3 prizes.

Location

We'll be set up in BA024, and we encourage you to at least come check in. You are free to do the contest from anywhere, however. You must show your code solving the fourth and fifth problems if you wish to compete for the top 3.

Prizes

1st Place: \$100

2nd Place: \$50

3rd Place: \$25

Scoring

The details of scoring won't be revealed until the day of the dojo. In general, your score will increase for submitting a problem. All problems have equal weight.

After 1 hour, your submission score will decrease with time.