HOPE 25 Coding Competition Rules

Code Your Way to Victory—Test Your Programming Prowess!

Objective:

Challenge your programming skills by solving a series of problems efficiently and accurately within a time limit.

Event Details:

Individual (no teams). Participants must be currently enrolled students of a recognized institution.

Prizes:

1st Place: ₹2000 | 2nd Place: ₹1000 | 3rd Place: ₹500

Rules and Guidelines:

Team Registration:

- Teams must register online at **hope.gptcperinthalmanna**.in by **March 5, 2025**.
- Provide full name, contact details, and institution name during registration. Only one entry per participant is allowed.

Eligibility:

- Open to currently enrolled students of recognized institutions.
- No prior professional coding experience required—just bring your skills and enthusiasm!

Competition Format:

- The competition will consist of 3–5 programming problems of varying difficulty (easy to advanced).
- Duration: 2 hours. Participants must solve as many problems as possible within this time.
- Problems will be provided via an online judging platform (e.g., HackerRank, Codeforces, or a local system—details to be shared with registered participants).

Coding Environment:

- Venue: ICFC Lab. Participants will use lab-provided computers with pre-installed compilers/IDEs (e.g., GCC, Python, Java).
- Supported languages: C, C++, Java, Python (specific versions to be confirmed on event day).
- No external software, USB drives, or personal laptops allowed unless specified by organizers.

Problem-Solving Rules:

- Each problem will have a set of test cases. Submissions must pass all test cases to earn full points.

- Scoring: Based on the number of problems solved correctly. Partial points may be awarded for partially correct solutions (if applicable).
- Time penalty: In case of a tie, the participant with the shortest total submission time (from start to last correct submission) wins.

Resources and Restrictions:

- Internet access is restricted—no Googling or external resources allowed during the competition.
- Participants may use pen and paper for rough work (provided at the venue).
- Pre-written code, templates, or external libraries are not permitted unless explicitly allowed by organizers.

Judging Criteria:

- Primary Criterion: Number of problems solved correctly.
- Tiebreaker: Fastest total submission time across all solved problems.
- Judges' decisions are final, and results will be verified by the online judging system.

Event Day Requirements:

- Arrive at the ICFC Lab at least 30 minutes before the competition begins (exact time to be announced).
- Bring a valid student ID for verification.
- Follow lab rules—no food, drinks, or disruptive behavior allowed inside the lab.

Penalties and Disqualification:

- Any form of cheating (e.g., collaboration, using disallowed resources) will result in immediate disqualification.
- Violation of lab conduct or unsportsmanlike behavior may lead to removal from the event.

Contact:

For clarifications, reach out to the following before the event.

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