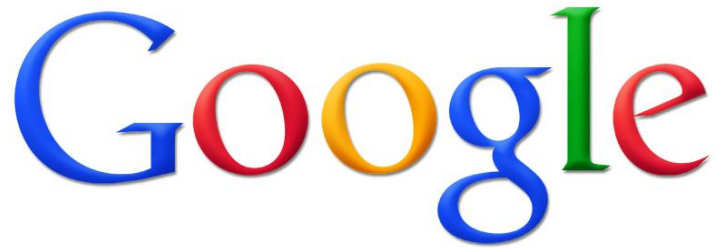# Women in Computing @ UCSD Presents…

Beginner's Programming Competition

Dawn of the Dinosaurs

Winter 2015

Sponsored by: Google

Info:

The competition will last **2.5 hours**.

The problem set will contain 15 problems. This will be translated to **30 *challenges*** on HackerRank – two per problem. The first challenge per problem will be marked *General*, indicating general test cases. The second challenge per problem will be marked *Corner*, indicating more difficult corner cases. **You should always submit a problem solution to the *General* challenge first** and make sure it passes before trying the same solution on the *Corner* challenge.

Ranking of teams is based first on the **number of *challenges* solved** (more is better). In case of a tie, the total time for all **accepted** submissions is taken into account (less is better). Time is measured from the beginning of the contest until the submission was accepted. **Each rejected submission per challenge adds 20 minutes of penalty time. (**This time penalty will not be added to your overall time unless you eventually solve the challenge.) If there is still a tie, the time of submission for the last challenge solved matters (earlier is better).

A challenge submission is accepted if it passes **ALL test cases for that challenge!** Otherwise, it is rejected and there will be a 20 minute time penalty (See previous paragraph). **We will be running your solutions against more test cases than are provided in the example files. They will be tested with a diff, so the slightest mistake such as a trailing whitespace will receive no credit.** There is no partial credit for any one challenge.

Because of the ranking style, it is advantageous to complete the problems/challenges that will take you the least amount of time first. Look through the entire problem set and determine which ones will be the quickest; complete them first.

Balloons will be distributed as problems are solved. Your team will receive 1 balloon for your first correct challenge submission, and 1 balloon for every third correct challenge submission after that.

Rules:

<u>No internet is allowed during the contest</u>. **Only access to the Winter BPC Contest Page on HackerRank is permitted. You may not access any other website or any other contest on HackerRank.**

You may not leave the room at any time. In the case that you need to use the restroom, raise your hand and let a proctor know; you will need to leave your phone and other electronic devices at your lab station.

You may not use any phones, tablets, smart watches, or other electronic devices during the competition.

You may not collaborate with other teams.

You must use the provided ACMS account, and the <u>HackerRank username you registered with.</u>

Instructions:

If you are guaranteed a spot in the competition: Proceed to B240 to line up for check-in.
If you are waitlisted: Proceed to B250 to line up for the remaining open computers.

1. Check in at the front desk. You will receive a **lab station #** and **a WIC username and password.**
2. Make your way to your assigned lab station and log into **the provided WIC ACMS account**.
3. **Sign in** using the shortcut to the sign-in form on the desktop. Each participant must sign in individually.
4. **Log into HackerRank** using the HackerRank shortcut on the desktop. *We will not wait for anyone who has forgotten their username/password or anyone who has forgotten to verify their account*.
5. **Do NOT open any other folders.**
6. Wait for everyone else to check-in. Once everyone is settled, we will begin the competition.
   You may peruse the Java API while waiting if you like.

When the competition begins:

1. Notice the other things on the desktop:
   - Shortcut to the **Contest Page** on HackerRank.
   - **Javadocs**.
   - A **"contest-problems"** folder. Inside, you will find **folders for each problem.** Each problem folder contains **Sample I/O** and a **Solution Template**.
2. Enter the Contest through the HackerRank shortcut.
3. Begin working! All problems will be provided in a printed problem set handout.
   Make sure you use the provided solution template files!

To view the current contest standings, click on the **Current Leaderboard**.

Use the Leaderboard to your advantage. If you're stuck, look at which problems others have solved as a guide to what to work on next.

To begin writing a solution, start with the provided **solution template** for the problem number you are working on. It is allowed and encouraged for you to work on your code in an external editor; simply click "Upload Code as File" in the bottom left corner of the problem page to test or submit your code.

IMPORTANT: You may edit the solution template as you wish (e.g. extra helper methods, helper classes, etc.), **but we provide the main method so that your output will match ours. Any changes to the main method may cause an incorrect answer response.**

DO NOT INCLUDE SYSTEM.OUT.PRINTLN() CALLS IN THE CODE THAT YOU SUBMIT

You may want to add **your own test cases** in HackerRank (check the "Test against custom input" box at the bottom of the problem page) and run again to make sure your program is correct, since we will be running your solutions with multiple other test cases to evaluate them.

"Run Code" will compile and run your code against sample or custom input, while "Submit Code" will count as an official submission of your code.

If you have a **question** about a problem, you can **message the judges by contacting the username "wic_bpc"**. To send a message, click on your username in the top right corner. In the drop-down list, click **Inbox**. Then, click "**New**" in the left column of the page, to write a new message. Address the message to **"wic_bpc"** (without the quotes). Make sure it is spelled correctly.