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JavaBots Information

Date: Tuesday, February 9, 1999

Time: 1PM - TBA

Location: O'Connell Center (E-Fair)

Announcements

- **IMPORTANT:** The deadline for JavaBots registration is the day of the competition, **Feb. 9th**, *NOT* the 20th as was previously stated on this web page. We apologize for the misprint and any inconvenience it may have caused.
- As soon as [SER'98](#) is over, we're going to get to work on version 2 of the JavaBots code. [Sun Microsystems](#) has graciously loaned us an UltraSPARC 2 with 256MB RAM and a Creator3D graphics card for development purposes. **Thanks, Sun!**
- Be sure to visit our [EFair](#) and [High School Programming Competition](#) pages as well.

Competition Update:

All registering teams will receive Microsoft Visual J++ 1.1 (tm).

The [Invitation](#)

The JavaBotSDK is ready:

A new JavaBotSDK will be out soon that makes some adjustments to the point costs (see the Rules). An announcement will be placed here when it is ready.

- Download the JavaBot SDK: [jbotsdk.zip](#).
- Go get the [JDK 1.1.x](#).
- Read the [Installation Guide](#)
- See the [Rules](#).
- Look at the [JavaBot Programming Reference](#).
- Follow the [JavaBot Development Guide](#).

You will need an unzipping utility which supports long file names to install the JavaBotSDK. Check out [Info-Zip](#) or look for something at [Windows95.com](#) to do the job. The JavaBots Simulator was developed for a JDK 1.1.x compliant Java compiler and interpreter. Therefore, you'll need either the Sun JDK 1.1.x or something equivalent to use the JavaBot SDK.

For further Java tutorials, [Crossroads](#), the national ACM Student Magazine, has a great [Winter](#) issue devoted entirely to Java. Be sure to check out George Crawford III's excellent [Crash Course in Java 1.1+](#)

[Programming](#).

Competition Registration/Rules

This information will be updated soon.

Registration can be done by sending email to acm@cise.ufl.edu or by registering in person on the day of the competition, Feb. 9th. Entries themselves should be submitted as uncompiled Java source code and emailed to ddbui@cise.ufl.edu. Do NOT email your entry to acm@cise.ufl.edu. Please also bring copies on 2 DOS formatted floppy disks with you on the date of the competition if you are attending the competition.

About JavaBots

The JavaBot Programming Competition was created by the members of UF's student chapter of the ACM as an open-ended programming competition emphasizing integration of programming principles with creativity and innovation. Using the Java programming language, teams of high school students will write the artificial intelligence (AI) for simulated robots -- JavaBots. The goal is to develop a JavaBot AI which is capable of battling and defeating JavaBots from other teams.

The competition is open to all high school students. Students may form teams of any size, and may also make individual entries into the competition. Due to space and time constraints, however, we ask that you select up to two official entries per school for purposes of judging.

Rules, tips and an online manual/tutorial will be added to this web page shortly. [an error occurred while processing this directive]