CS 106A Graphics Contest

Submission deadline: Monday, February 8, 5:00P.M.

As exciting as it is, the Breakout game only scratches the surface of what you can do with the graphics package. To give you a chance to explore the capabilities of the package in greater depth, we are pleased to announce the CS 106A Graphics Contest.

Each of you is eligible to submit one entry for the contest, where an entry consists of a program that uses the **acm.graphics** package. You are free to use any of the capabilities available in that package, including those described in the javadoc even if they have not been covered in class. The easiest way to start is by downloading the **GraphicsContest** starter project from the web site and then adding your code to the empty program there.

Selection criteria

As in the Karel contest, entries will be judged by the CS 106A staff (see official rules below), and a prize will be awarded in each of two categories:

- *Aesthetic merit*. This prize is awarded based on the aesthetic value of the graphical image produced.
- *Algorithmic sophistication*. This prize is based on the difficulty of the underlying programming task and the sophistication of the displayed images.

In both categories, programming style will be part of the evaluation. Please note that you don't have to specify a category; all entries will be eligible for either prize.

Prizes

The grand prize in each of the categories will be that we will replace whatever individual score most negatively affects your grade—which may be an assignment, the midterm, or the final—with a 100% in the computation of the final grade. As announced in class, those of you who submit "serious" entries get a chance in a random drawing at the end of the quarter for an additional grand prize and contribute to the greater glory of your class.

Official rules

1. Only students registered in CS 106A are eligible to submit entries in the contest.
2. Only one entry per person will be accepted.
3. All entries must be submitted electronically (no paper copy required) using Eclipse's submit facility by 5:00P.M. on Monday, February 8. Late entries will not be accepted.
4. You are required to do all of your graphical operations using the classes from **acm.graphics**. Thus, you may not dig into the official Java documentation and come up with some other way of displaying graphics or user-interface tools such as buttons and scrollbars. It is also illegal to override the **paint** method in **GObject** and to implement your own style of graphics that way.
5. Your entry may not set a window size larger than 800×600 pixels. This restriction ensures that entries can be viewed even by people running with smaller screens.
6. Contest entries should be sensitive to Stanford's individual and cultural diversity. Programs or narratives that have the effect of perpetuating negative stereotypes will not be considered for prizes.
7. Contest entries will be evaluated initially by Eric Roberts and Chris Piech. The best entries will then be judged by the section leaders, who will choose the winners in each category.