**PROGRAMMING CONTEST**

***Date & Time:*** January 25, 2019, Friday, 10:30 am. Briefing \_\_\_\_\_\_\_\_\_\_\_

January 26, 2019, Saturday 8:00 a.m. (Contest Proper)

***Venue:***

**Guidelines**

The participants of the Programming Contest are required to attend the Orientation and Practice Session on January 25, Friday, 10:30 am to 1:00pm, to familiarize with the computing resources and networked operations of the contest at SBC AVR, Team/s who failed to attend the Orientation and Practice Session is/are not allowed to join the programming contest proper.

***Team Composition:***

Each school is allowed to send one (1) team, composed of either of three (3) CS/IT/IS/Computer Engineering and BLIS undergraduate students, for the Programming Contest. The members of the team should be currently enrolled and certified by the ITE Dean. A participant of the Programming Contest cannot join the Quiz Bowl.

***Programming Contest Computing Environment:***

* The programming languages of the contest include C, C++, and Java. Each team will use a single workstation with a Windows XP operating system.
* The PC^2 (Programming Contest Control) system, available at http:/www ecs.csus.edu/pc2/, will be used to support programming contest operations. The Head of the contest committee is responsible for determining that teams have reasonably equivalent and functional computing resources.
* To avoid complaints on defective computing resources, each team will sign a waiver after ensuring that the assigned computer, software and the network are functional prior to the contest.

*Note: All programs must read their inputs from a text file and display their outputs on the screen.*

***Conduct:***

* Each team is provided with one (1) PC where the programming languages to be used were installed. If a team wishes to submit their solution, the members of the team should call the attention of the contest facilitators/judges. After which, they can proceed in solving the next problem (granting there is still time), or wait for the judges' decision on the recently submitted program. Only correct (running) programs will earn points.
* A team may submit a claim of ambiguity or error in a problem statement by calling the attention of the contest facilitators/judges. If the judges agree that an ambiguity or error exists, a clarification will be issued to all contestants.
* Contestants are not allowed to talk with anyone other than the members of their team and personnel designated by the contest committee. Systems support staff may advise contestants on system-related problems such as explaining system error messages.
* While the contest is scheduled for a particular time length (4 hours), the contest committee has the authority to alter the length of the contest in the event of unforeseen difficulties. Should the contest duration be altered, every attempt will be made to notify contestants in a timely and uniform manner.
* There will be 8 problems.
* A team may be disqualified by the contest committee for any activity that jeopardizes the contest such as dislodging extension cords, unauthorized modification of contest materials, or distracting behavior.

**Scoring of the Contest:**

* A problem is solved when it is accepted by the judges. The judges are responsible for accepting or rejecting submitted programs.
* The contest committee head determines the winners of the contest. The head of the programming contest committee and the judges are empowered to adjust for or adjudicate unforeseen events and conditions. Their decisions are final.
* Teams who solve the same number of problems are ranked by least total time. The total time is the sum of the time consumed for each problem solved. The time consumed for a solved problem is the time elapsed from the beginning of the contest to submission time of the accepted run plus 20 minutes as penalty for every rejected run for that problem regardless of submission time. There is no time consumed for a problem that is not solved.
* It is the responsibility of the contest committee to specify any additional tie-breaker. Tie-breaker policies are announced to contestants before the contest begins.

**Materials:**

Teams may be allowed to bring reference books or other materials as long as they are not electronic in nature. Teams can bring pens. Blank papers will be provided.